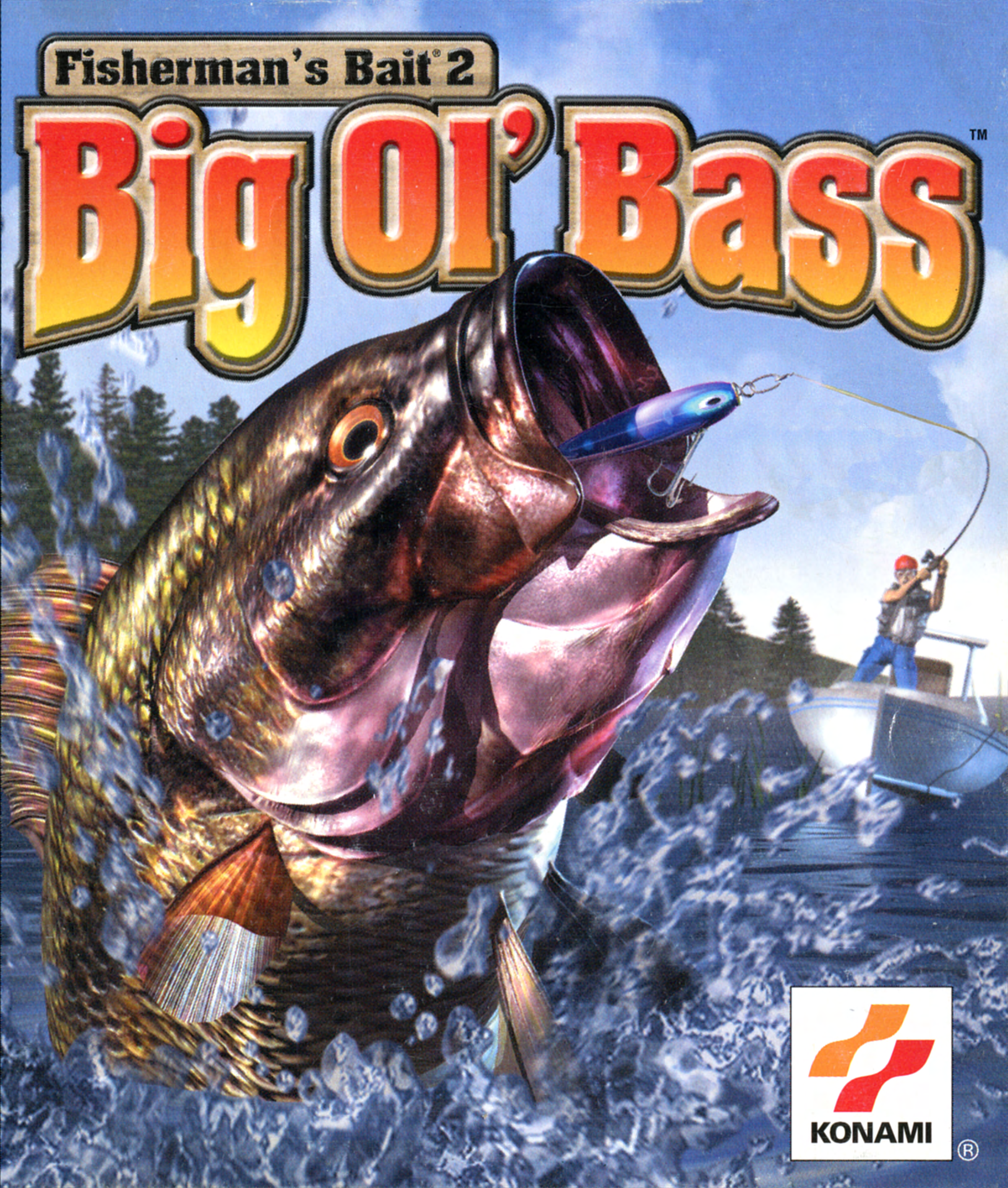
PlayStation

NTSC U/C

PlayStation

Fisherman's Bait 2

Big Ol' Bass™



EVERYONE

E

CONTENT RATED BY ESRB

SLUS-00999

KONAMI®

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Fisherman's Bait 2
Big Ol' Bass™

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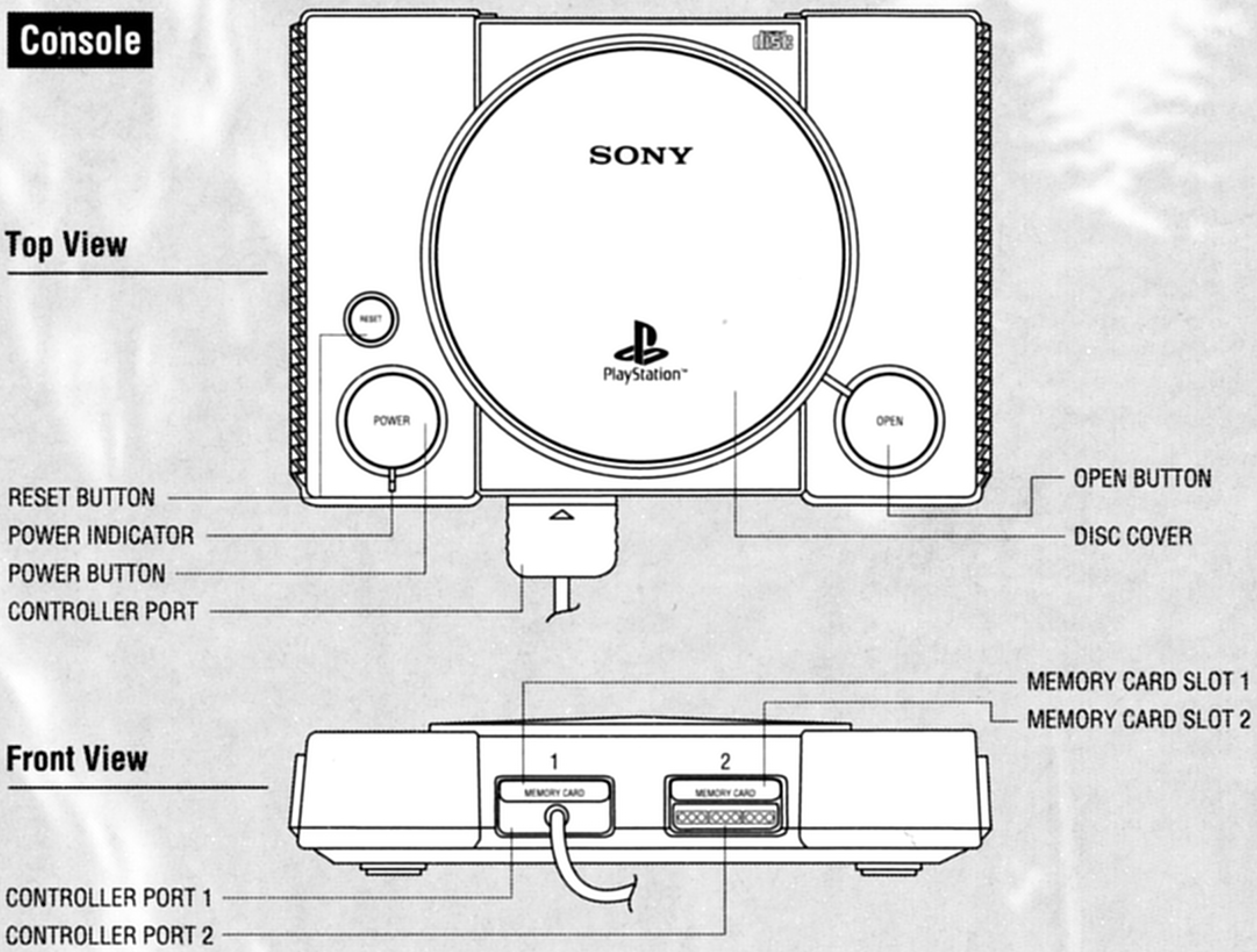
Thank you for purchasing Fisherman's Bait 2: Big Ol' Bass, by Konami. Read this manual before play to ensure the best possible game experience, and operate the game according to the instructions. Be sure to save this manual as it will not be re-issued.

GETTING STARTED


Console
Top View
SONY
PlayStation
RESET
POWER
OPEN
RESET BUTTON
POWER INDICATOR
POWER BUTTON
CONTROLLER PORT
OPEN BUTTON
DISC COVER
MEMORY CARD SLOT 1
MEMORY CARD SLOT 2
Front View
1
2
MEMORY CARD
MEMORY CARD
CONTROLLER PORT 1
CONTROLLER PORT 2

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the **Fisherman's Bait 2: Big Ol' Bass** disc and close the disc cover. Insert a game controller and turn ON the PlayStation game console. Follow on-screen instructions to start a game.

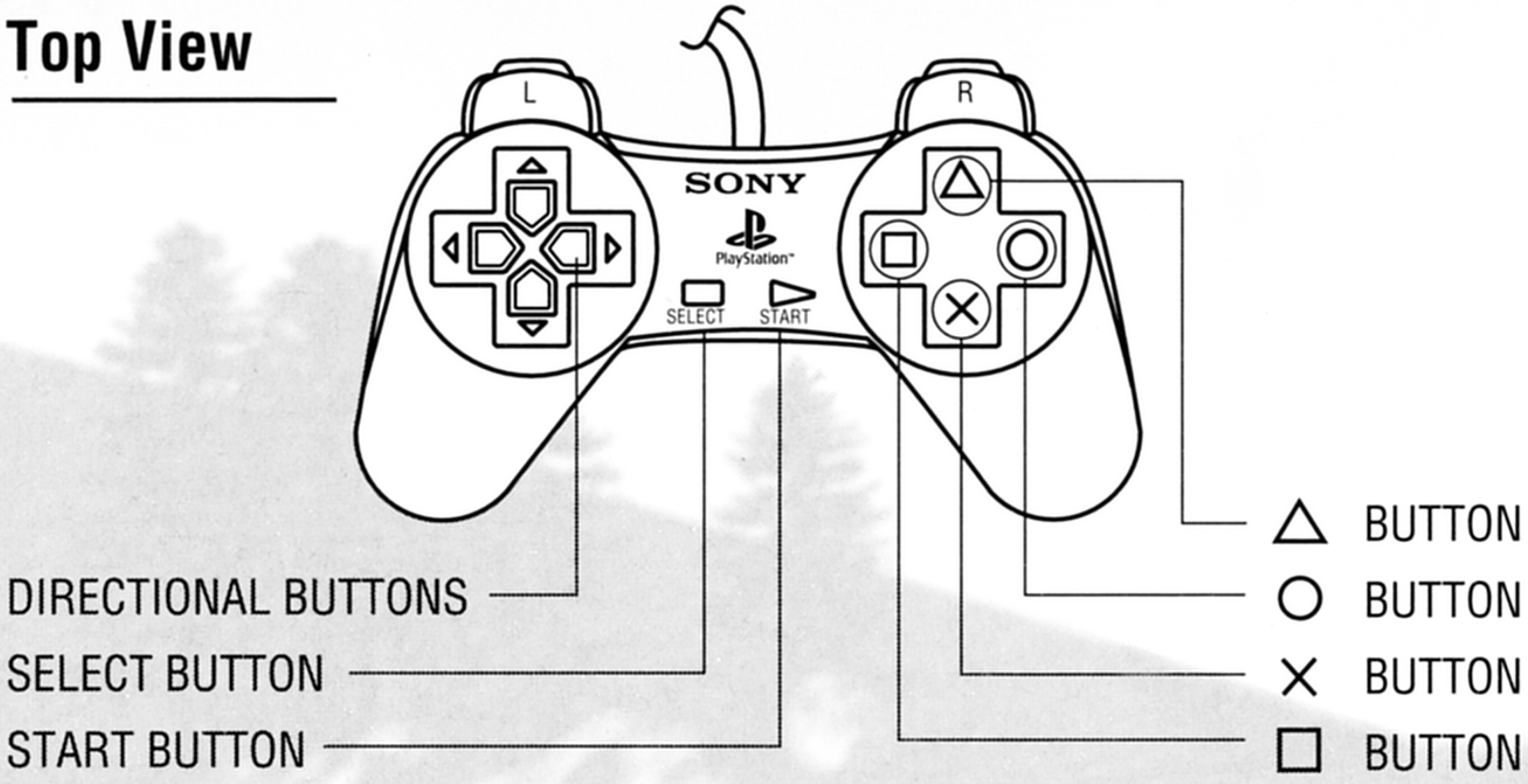
MEMORY CARDS

To save game settings and progress, insert an optional Memory Card into Memory Card slot 1 or 2 of the PlayStation game console before starting play. You can load your saved games from the same card, or from any Memory Card containing previously saved **Fisherman's Bait 2: Big Ol' Bass** games.

CONTROLLERS

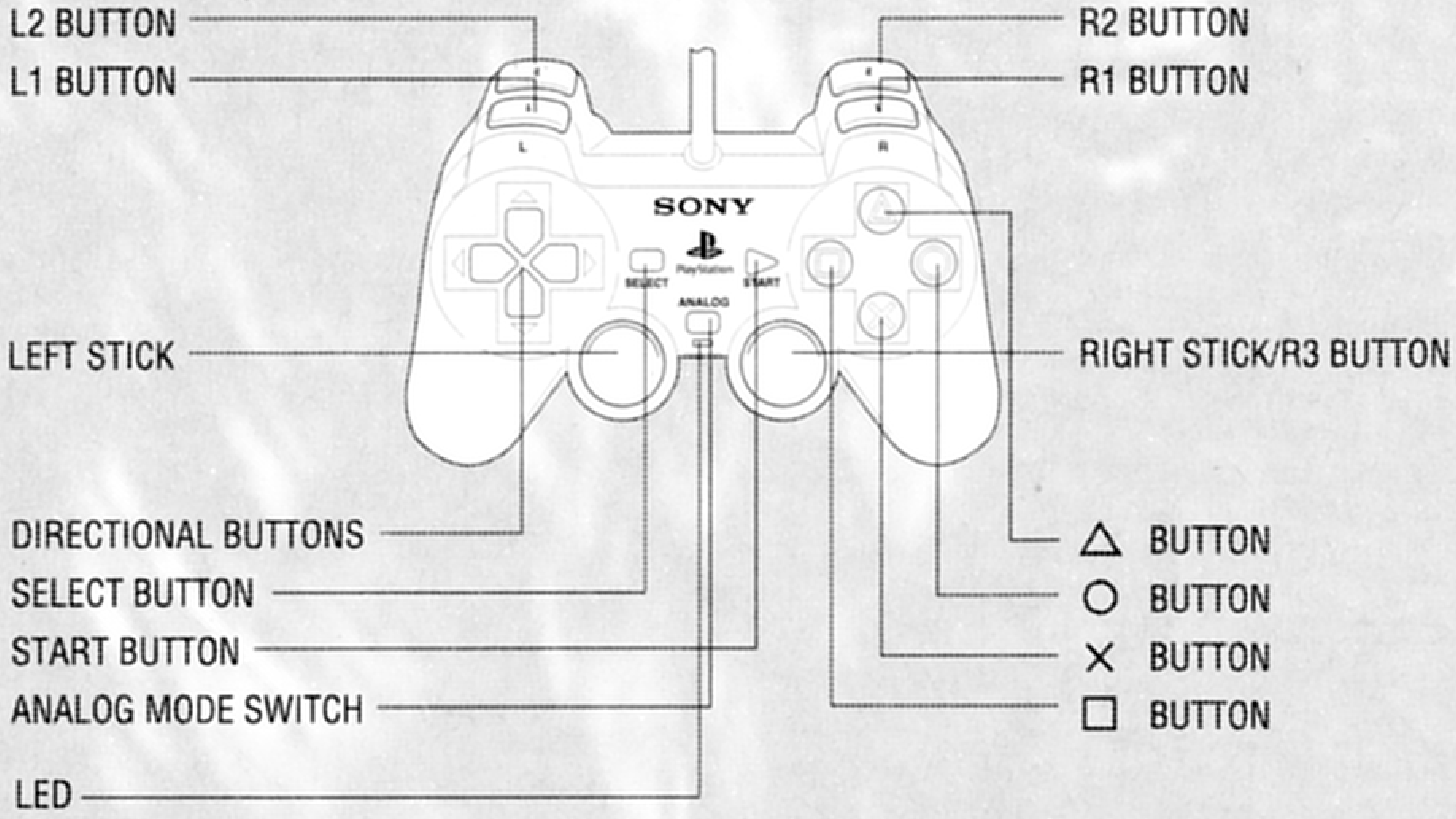
Controller

Top View


L
R
SONY
PlayStation
SELECT
START
△ BUTTON
○ BUTTON
✕ BUTTON
□ BUTTON
DIRECTIONAL BUTTONS
SELECT BUTTON
START BUTTON

Controls	Regular Commands	Commands in Title or Menu Screens	Commands in Play Screens
Directional Button	Choose item	Choose mode, lake, etc.	Move/Control rod
⊗ Button	Make selection	Select item/Advance to next screen	Control reel (press repeatedly)/Cast
△ Button	Cancel	Return to previous screen (not available on some screens)	Control reel (press repeatedly)/Cast
L1, L2, R1, R2 Buttons	Not used	Not used	Release/Toggle selection screens

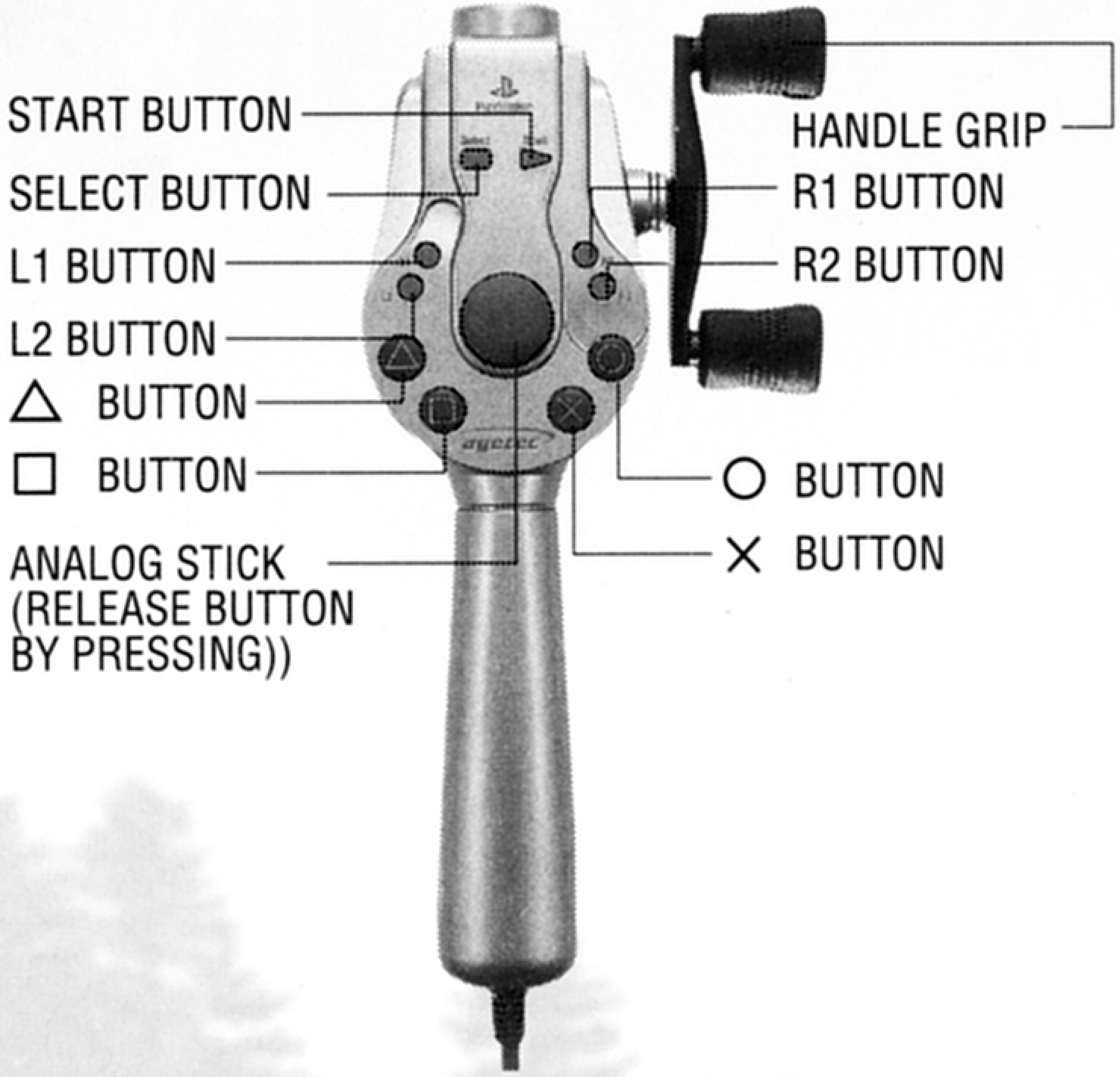
Analog Controller


L2 BUTTON
L1 BUTTON
R2 BUTTON
R1 BUTTON
SONY
LEFT STICK
RIGHT STICK/R3 BUTTON
DIRECTIONAL BUTTONS
SELECT BUTTON
START BUTTON
ANALOG MODE SWITCH
LED
△ BUTTON
○ BUTTON
× BUTTON
□ BUTTON

- Toggle the Analog Mode Switch ON (LED lit) to play the game in analog mode. The Left and Right Sticks are enabled only when the LED is lit.
- The Vibration function settings are in the Controller Settings section in Option mode (see page 25). When the Vibration function is set to ON, the controller will vibrate regardless of whether the LED is on (lit) or off (dim).
- There are four types of game controls, (Types A, B, C and D) which you can select in the Options menu. The default setting is Type A. (See page 6 for control types.)

Controls	**Regular Commands**	**Commands in Title or Menu Screens**	**Commands in Play Screens**
Directional Button	Choose item	Choose mode, lake, etc.	Move/Control rod
⊗ Button	Make selection	Select item/Advance to next screen	Cast
◬ Button	Cancel	Return to previous screen (not available on some screens)	Cast
Left Stick	Choose item	Choose mode, lake, etc.	Move, Control rod
Right Stick	Not used	Not used	Control reel
R3 Button (press Right Stick)	Make selection	Select item/Advance to next screen	Cast
L1, L2, R1, R2 Buttons	Not used	Not used	Release/Toggle selection screens

Fishing Rod Controller


START BUTTON
SELECT BUTTON
L1 BUTTON
L2 BUTTON
△ BUTTON
□ BUTTON
ANALOG STICK (RELEASE BUTTON BY PRESSING))
HANDLE GRIP
R1 BUTTON
R2 BUTTON
○ BUTTON
✕ BUTTON

Controls	Regular Commands	Commands in Title or Menu Screens	Commands in Play Screens
Directional Button	Choose item	Not used	Not used
⊗ Button	Make selection	Select item/Advance to next screen	Operate Power Gauge
△ Button	Cancel	Return to previous screen	Not used
□ Button	Not used	Not used	Operate Power Gauge
Center Stick	Not used	Choose mode, lake, etc.	Move, Control rod
Reel	Not used	Not used	Control reel
L1, L2, R1, R2 Buttons	Not used	Not used	Release/Toggle selection screens

- The Vibration function settings are in the Controller Settings section of the Options menu (see page 25).

CASTING

There are two casting methods, A and B, which can be used with the Fishing Rod Controller. Select either method from the Options menu (see page 25).

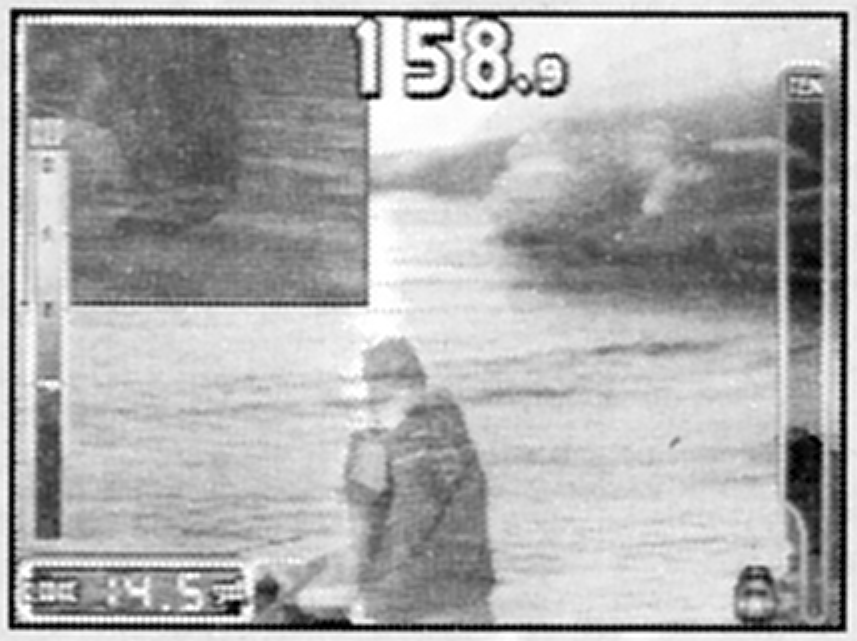
Method A Press the ⊗ (or ⊡) button. When the Power Gauge appears, **release the button** and swing the controller in a downward stroke. **The strength of your downward swing determines the distance of the cast.**

Method B Press the ⊗ (or ⊡) button. When the Power Gauge appears, swing the controller in a downward stroke, **without releasing** the button until you reach the end of the swing. **The timing of your button release determines the distance of the cast.**

HOOKING THE FISH

If the fish bites your lure, yank on the controller at the right time to set the hook.

- This method cannot be used with the Analog Stick.

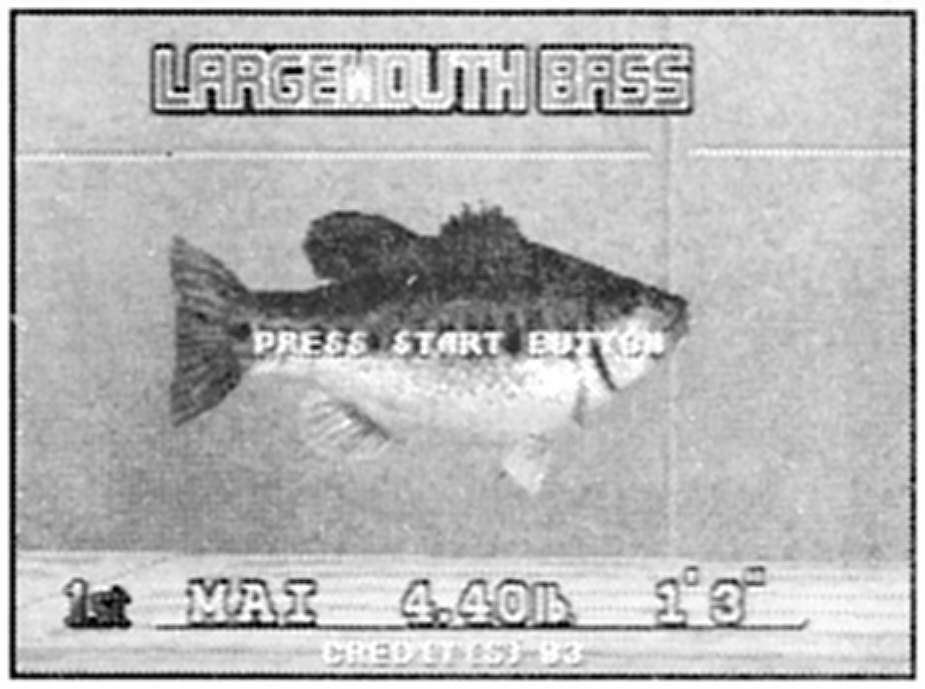


If you get a bite, yank on the controller to set the hook.

STARTING THE GAME

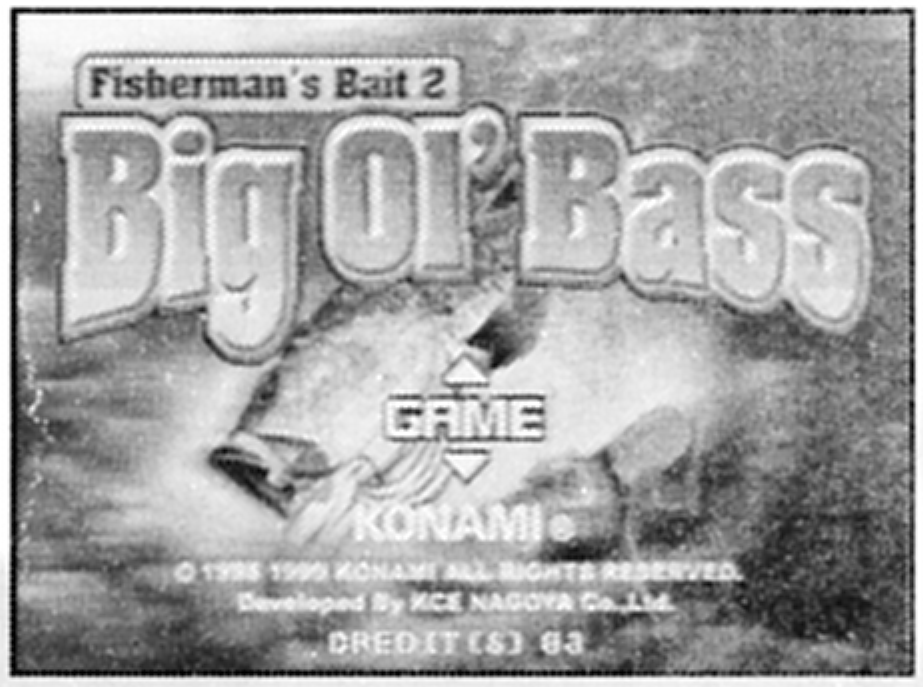
DEMO SCREEN

During the demo, press the Start Button to advance to the Title screen.


LARGEMOUTH BASS
PRESS START BUTTON
1st MAI 4.40lb 1'3"
CREDIT(S) 03

TITLE SCREEN

Press the Directional Button or Left Stick ⬆/⬇ to scroll through the menu items, then press the Start, ⊗ or R3 button to confirm.


Fisherman's Bait 2
Big Ol' Bass
GAME
KONAMI
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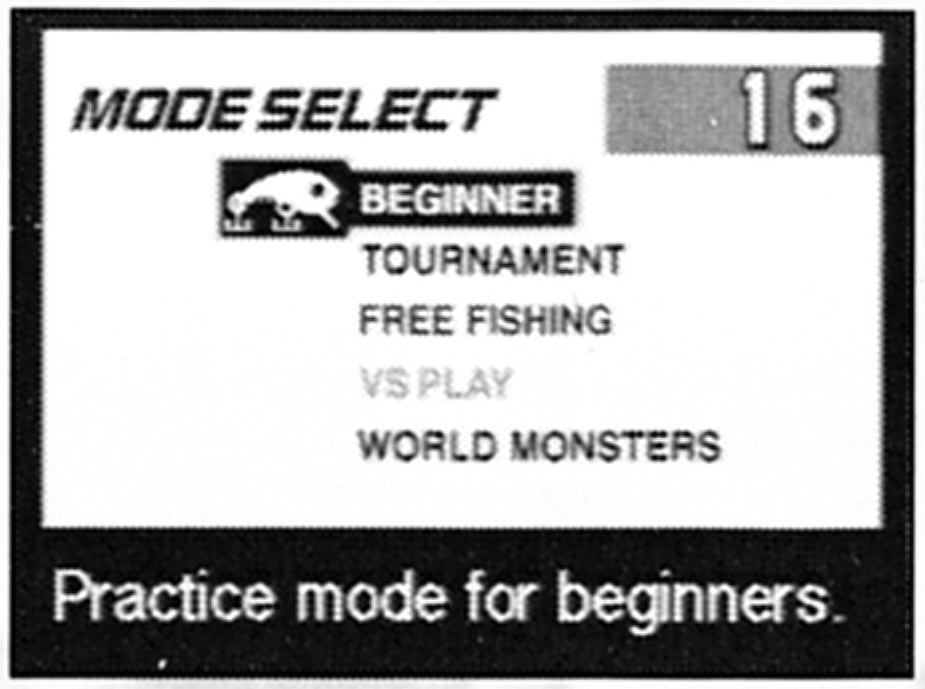
Developed By KCE NAGOYA Co.,Ltd.
CREDIT(S) 03

Game	Start the game. Choose this option to go to the Mode Select Screen.
Livewell	Display the largest of each different type of fish you have caught.
Option	Configure various game settings. See page 25 for details.
Rankings	Display a list of the Best Anglers.

MODE SELECT SCREEN

Press the Directional Button or Left Stick ⬆/⬇ to scroll through the menu items for the mode which you want to play. Press the ⊗ or R3 button to confirm.

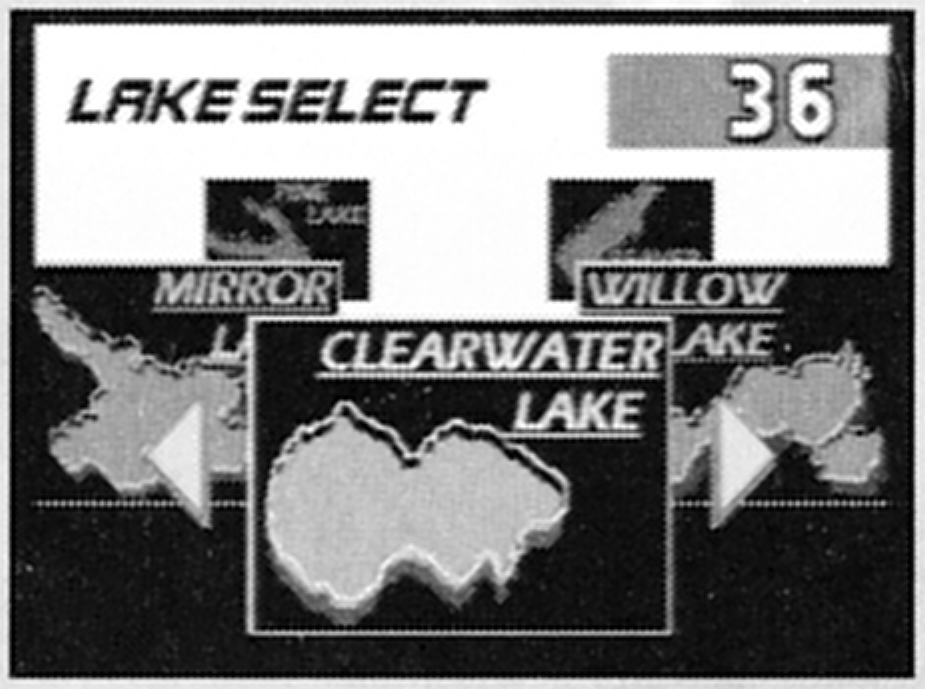


Practice mode for beginners.

Beginner	This is a practice mode for beginners learning how to play the game. Explanations of how the game controls work are displayed on screen.
Tournament	Fish in three lakes, trying to win the top prize at the tournament.
Free Fishing	One player can enjoy fishing at leisure. Choose between TRAINING and BIG OL' BASS.
VS Play	Two players can compete against one another in the following categories: WEIGHT, SPEED, and TARGET.
World Monsters	Fish for really monster-sized fish in a fictional near-futuristic setting. One or two players can play. If two players play, you cooperate, rather than compete.

LAKE SELECT SCREEN

Press the Directional Button or Left Stick ⬅/➡ to scroll through the menu items, then press the ⊗ or R3 button to confirm.

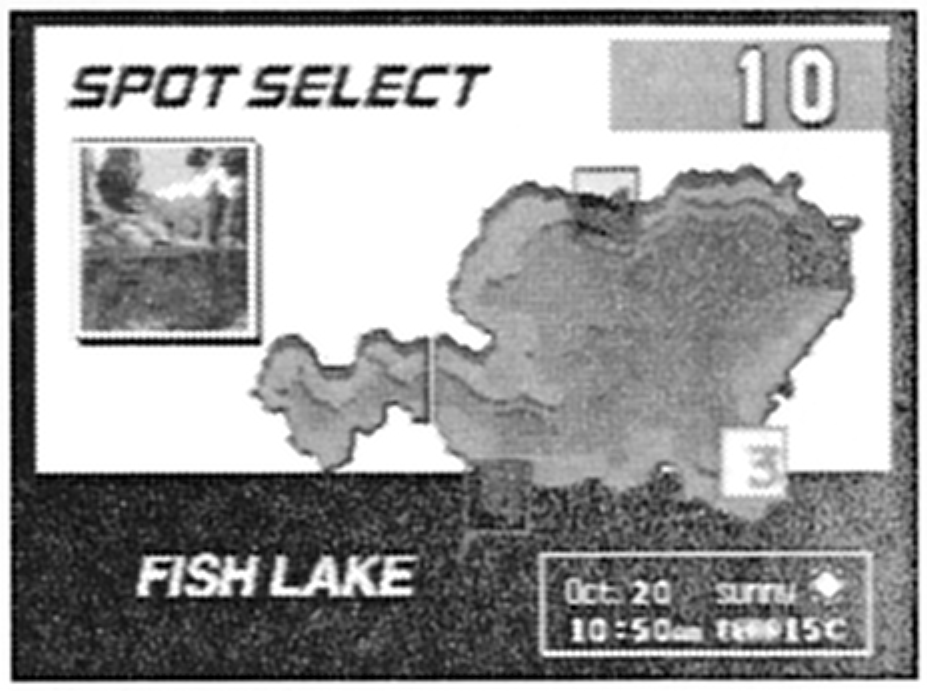


- Choose from PINE LAKE, MIRROR LAKE, CLEARWATER LAKE, WILLOW LAKE and BEAVER LAKE.
- If you catch more than a certain number of fish, you can also choose from two additional lakes: LAKE YAMANAKA, and LAKE GUADO. <NEW LAKE NAMES TO BE INSERTED HERE>
- You cannot select lakes in Beginner, Tournament or World Monsters modes.

SPOT SELECT SCREEN

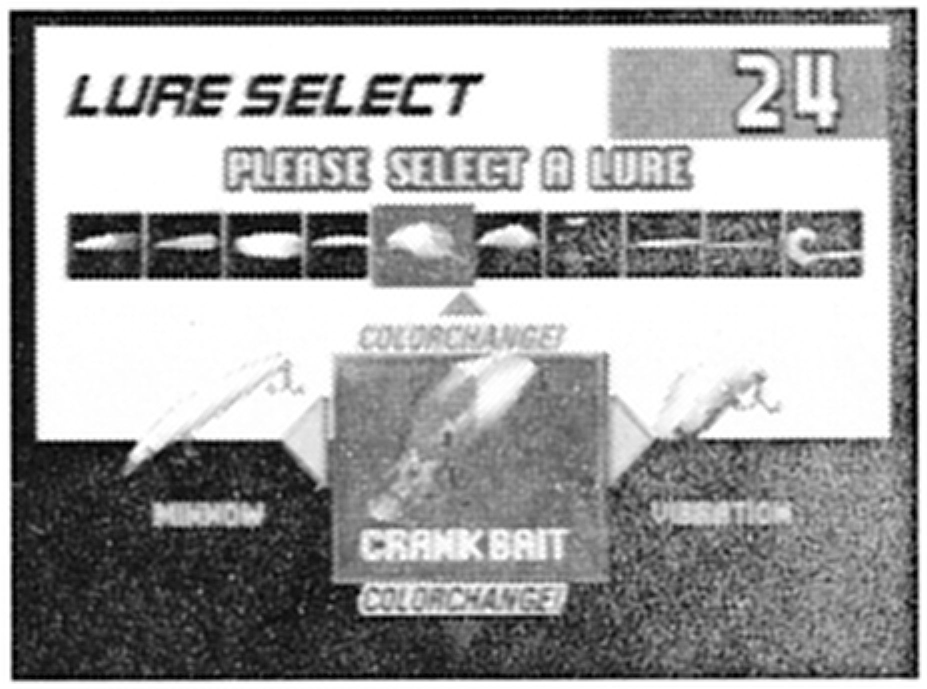
Press the Directional Button or Left Stick ⬅/➡ to scroll through the menu items, then press the ⊗ or R3 button to make your selection of a fishing spot.

- You cannot select spots in World Monsters mode.


SPOT SELECT
10
3
FISH LAKE
Oct. 20 sunny
10:50am 15C

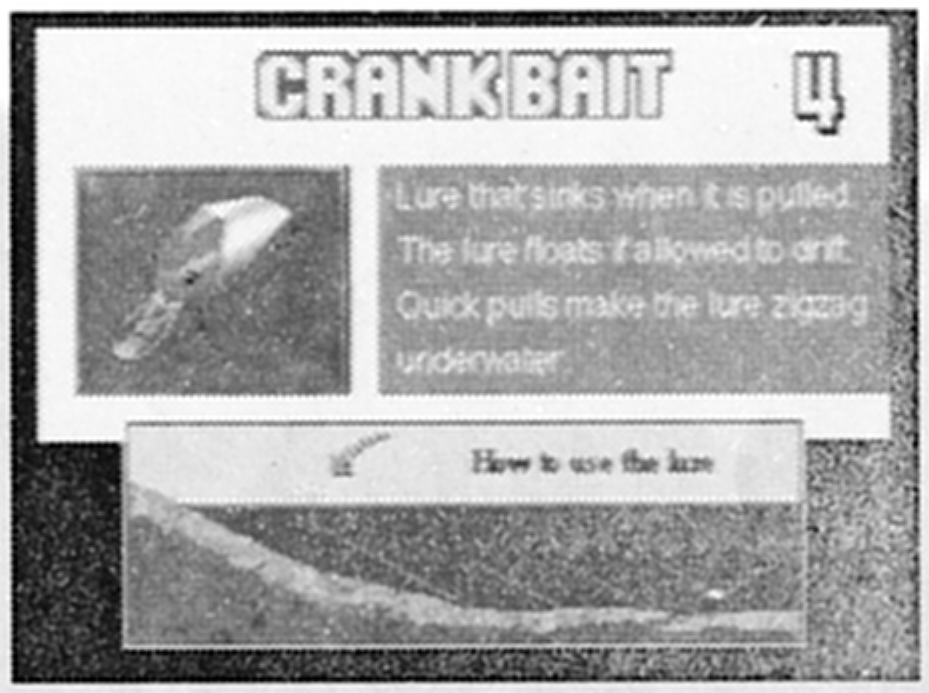
Lure Select Screen

Press the Direction Keys or Left Stick ⬅/➡ to scroll through the lures, then ⬆/⬇ to scroll through the colors. Press the ⊗ or R3 button to confirm. An explanation of how to move the lure will appear. Press the ⊗ or R3 button to advance to the next screen. Press the △ button to return to the Lure Select screen.


LURE SELECT
24
PLEASE SELECT A LURE
COLORCHANGE!
MINNOW
CRANK BAIT
VIBRATION
COLORCHANGE!

TIP: CLIMATE AND WATER QUALITY

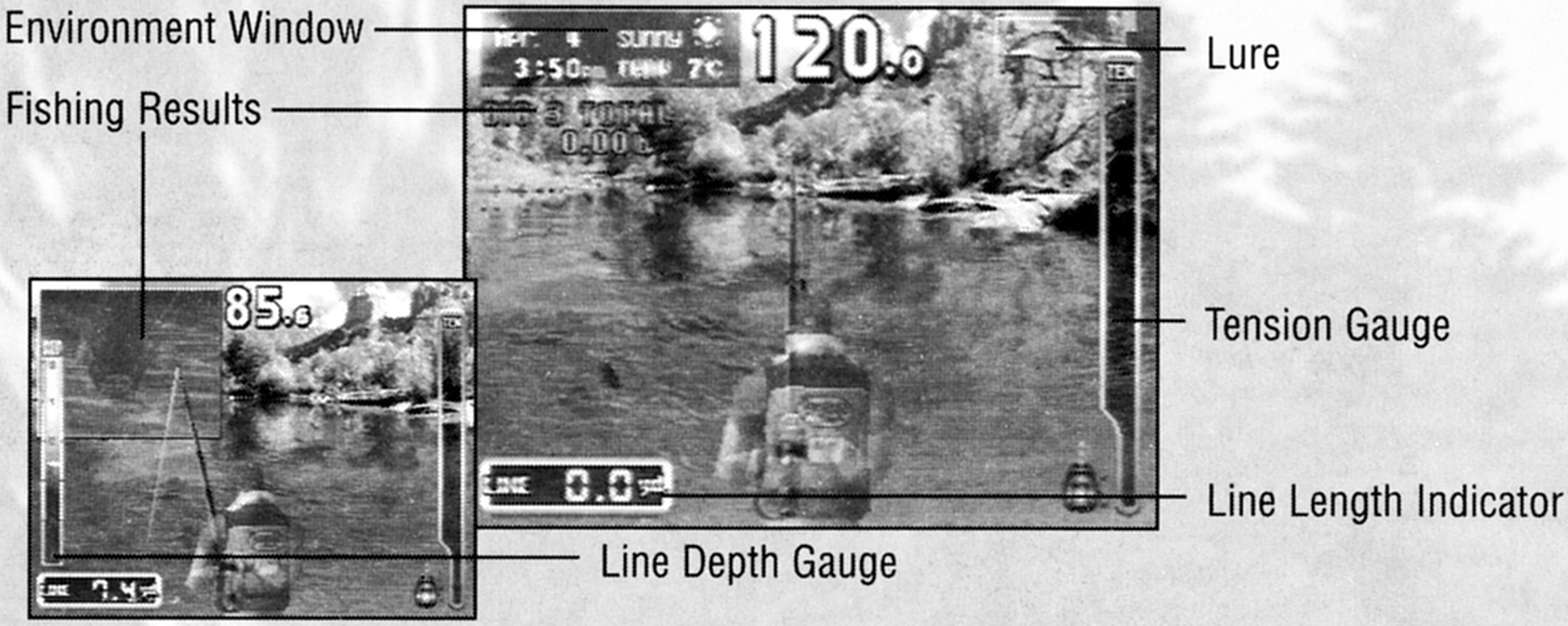
The effectiveness of various lures changes depending on the climate and water quality. You can get more realistic movements by taking the characteristics of the various lures into account.


CRANK BAIT
4

Lure that sinks when it is pulled. The lure floats if allowed to drift. Quick pulls make the lure zigzag underwater

How to use the lure

PLAY SCREEN


Environment Window
Fishing Results
Lure
Tension Gauge
Line Length Indicator
Line Depth Gauge
120.0
BIG 3 TOTAL
85.6

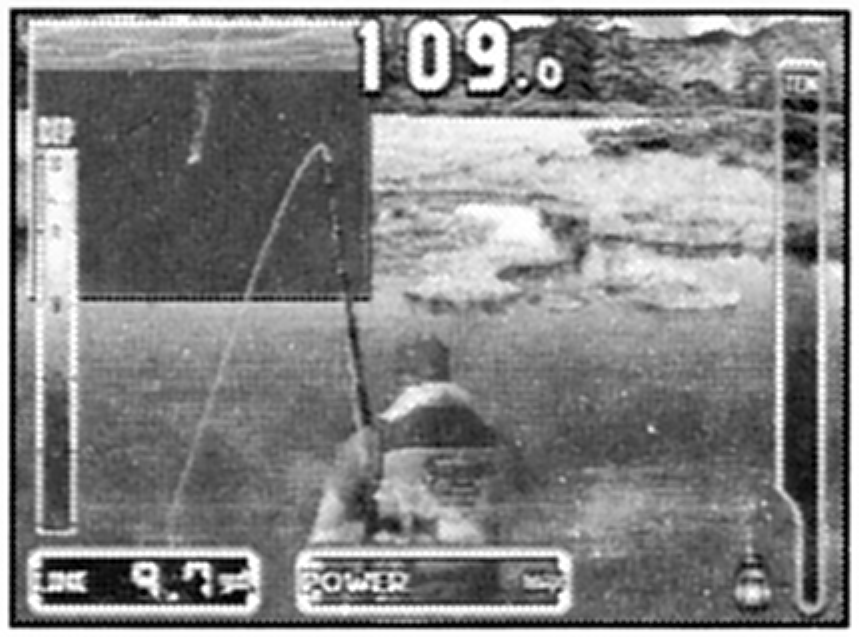
Environment Window	Displays date, weather, time, and water temperature.
Time	Displays your elapsed fishing time.
Lure	Displays the lure currently in use.
Fishing Results	To configure this window, see below. Note that the Lure screen will replace this window after you cast.
Tension Gauge	Displays the tension in the fishing line.
Line Length Indicator	Displays length of fishing line from rod to lure.
Lure Depth Gauge	Displays the depth of the lure in water.

CHANGING THE FISHING RESULTS DISPLAY

In Beginner and Training modes, you can change the Fishing Results display by pressing the Directional Button or Left Stick ⬆/⬇ before casting.

Big 3 Total	Displays the combined weight of the three biggest bass you've caught.
Total	Displays the combined weight of all of the bass you've caught.
Largest	Displays the weight of the largest bass you've caught.

PLAYING THE GAME



Power Gauge

1. Press the Directional Button or Left Stick ⬅/➡ to choose the direction to cast. Then press the ⊗, △ or R3 button twice to set the casting range. The first press of the button starts the Power Gauge; the second press stops the Power Gauge. Then, immediately cast the line.

- The closer the Power Gauge gets to the top, the longer your cast will be.

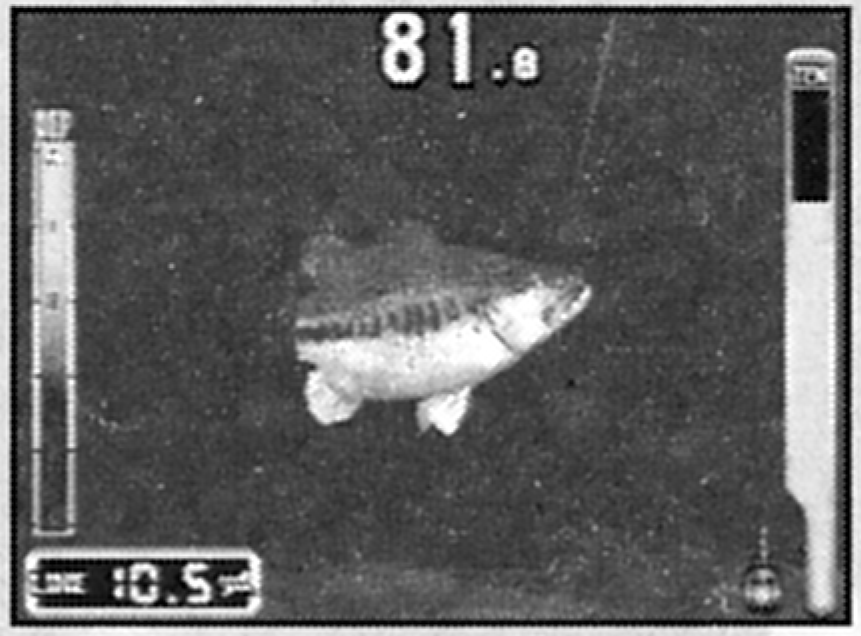
- After you cast, the Lure Display Window appears in the upper left corner of the screen.

2. Reel in the line by repeatedly pressing the ⊗ or △ button, or by rotating the Right Stick. Move the rod with the Directional Button or Left Stick.

- You can cast again when you wind the lure back to the rod.

- If a fish bites the lure in the Lure screen, press the Directional Button or Left Stick to match movements with the fish, and try to set the hook in its mouth.

- When using the Fishing Rod Controller, use the handle to reel in the line, and jerk the controller to set the hook in the fish's mouth.



3. When you get a bite, the screen display changes to the view of the fish underwater. When the Tension Gauge blinks, release the ⊗ or △ button (or stop turning the Right Stick) to stop reeling in the line. Press the L1, L2, R1 or R2 button to release some line.

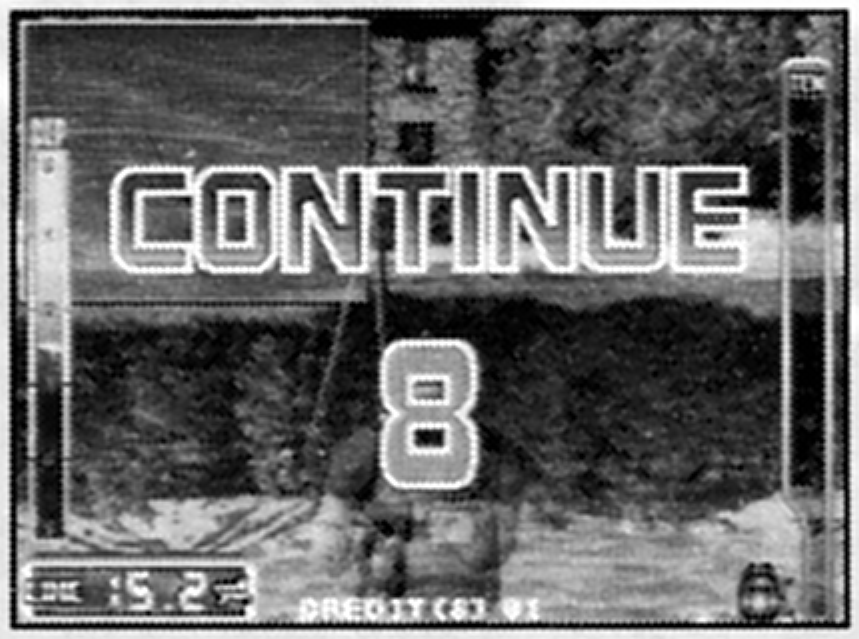
- The view will change to that of the fish even if its starts thrashing around.

- If the fish gets away or your line breaks, the line will reel itself in automatically. Cast again once the line is rewound.

- Stay alert. If the Tension Gauge blinks and turns red, either the fish will get away or your line will break.

TIP: GETTING A BITE

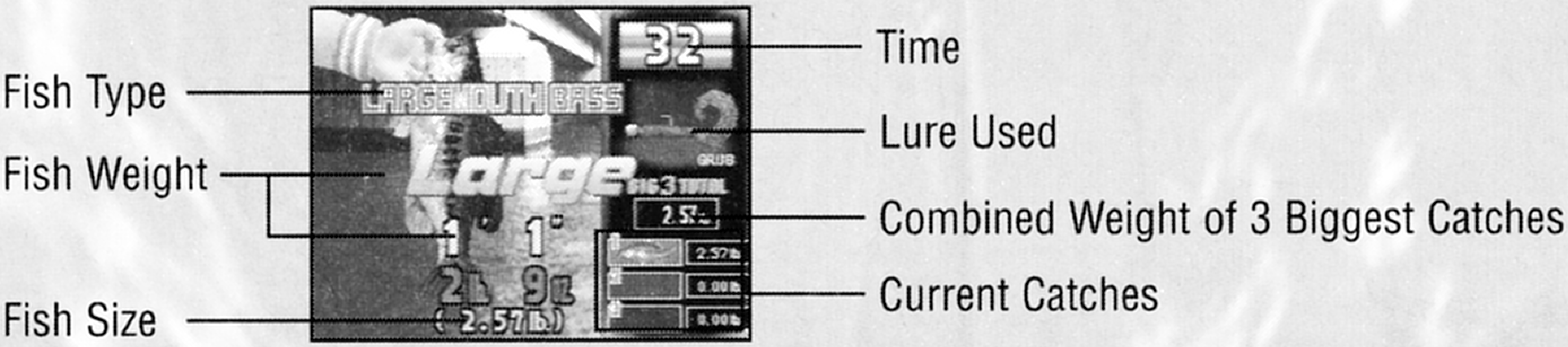
When the fish bites your lure, jerk on the rod at the right time to try and hook the fish at just the right time.


CONTINUE
8
15.2
CREDIT(S) 01

4. When you run out of time, the Continue Screen will appear if you have credits remaining. Press the Start button to return to the Play screen.

- The game ends if you have no credits left. You can change the number of credits in Option mode. The default setting is 3. (See page 25 for details on using Option mode.)

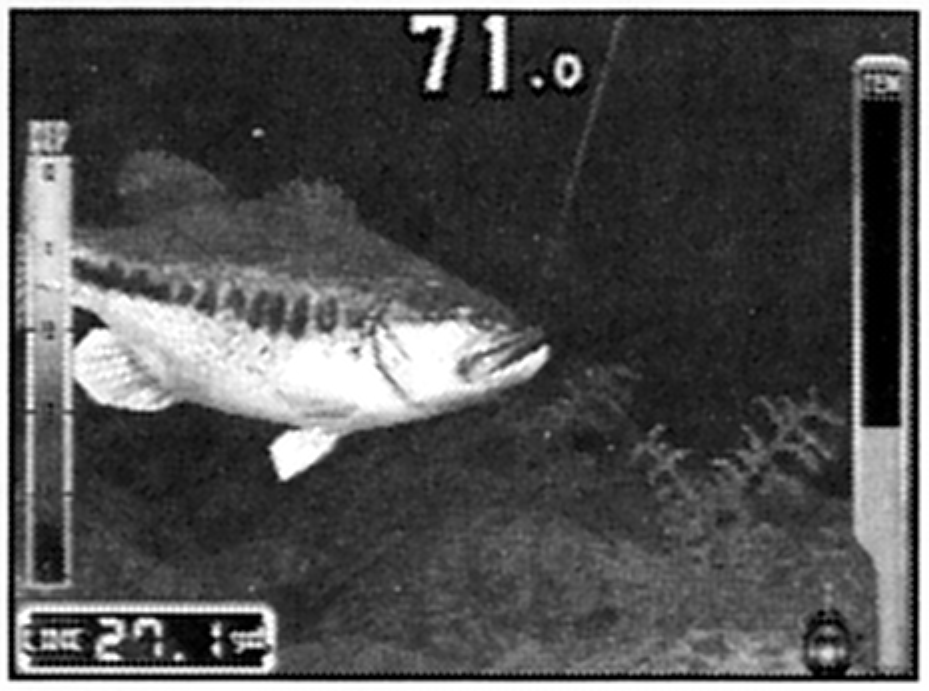
THE WEIGH-IN SCREEN


Fish Type
Fish Weight
Fish Size
Time
Lure Used
Combined Weight of 3 Biggest Catches
Current Catches
32
LARGEMOUTH BASS
GRUB
Large
BIG 3 TOTAL
2.57
1' 1"
2lb 9oz
(2.57lb.)
2.57lb
0.00lb
0.00lb

When you successfully catch a fish, the display changes to the Weigh-In Screen. Extra time will be added depending on the fish's weight. Press the Directional Button or Left Stick ⬆/⬇ to scroll through the fish that you have caught, and ⬅/➡ to rotate the fish.

- The display will show your Big Bass Ranking only when you catch a bass that makes the top 3 ranking.

TOGGLING THE PLAY & SELECT SCREENS



While on the Play screen, press the L1, L2, R1 or R2 button before casting to switch to the Select screen. Press the Directional Button or Left Stick ⬆/⬇ to scroll through the modes, then press the ⊗ or R3 button to confirm.

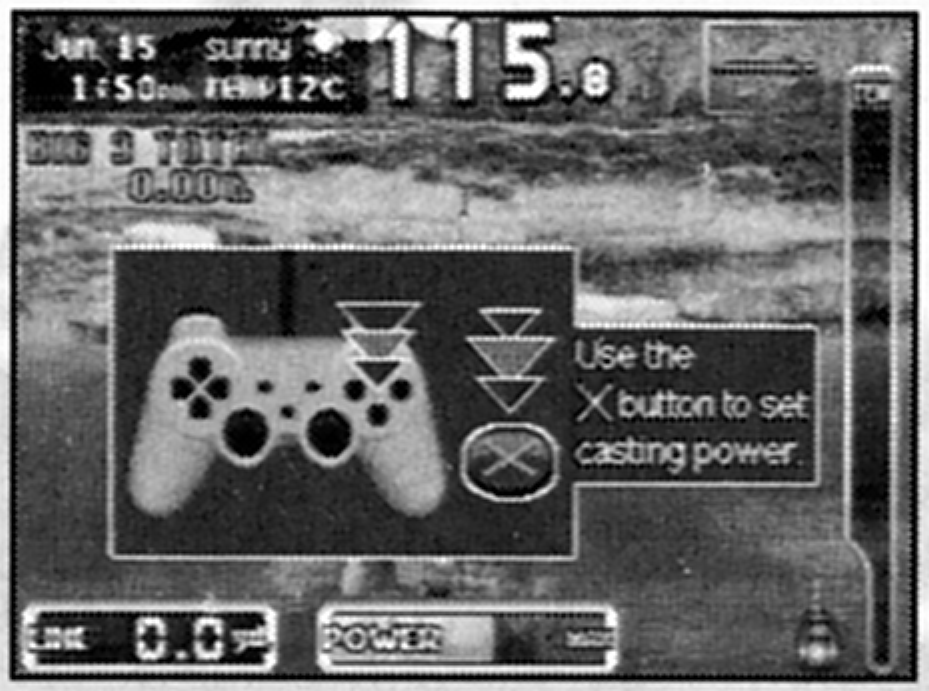
Change Lure	Go to the Lure Select screen. (See page 8.)
Move Spot	Go to the Spot Select Screen. (See page 9.)
Livewell	Shows your current catch in the Livewell. (Nothing will appear in the Livewell if you haven't caught anything yet.)
Weigh-In	In Tournament Mode, you can weigh-in and qualify for the next level before ten minutes have elapsed.
Exit	End the game, display your final results, then return to the Title screen.

ENDING THE GAME

Choose EXIT from the Select screen to end the game. You can save your game at the point you quit by using Option mode. (Refer to page 24 for details on saving games, and page 25 for details on Option mode.)

- CAUTION: When you stop playing, open the disc cover and remove the disc once it stops spinning. Then turn off the power. Turning off the power first will not stop the disc from spinning, which may result in damage to the disc when you attempt to remove it.

BEGINNER MODE



Use the ⊗ button to set casting power.

Select BEGINNER from the Mode Select screen.

TODAY'S RESULT SCREEN / GAME OVER SCREEN
When you run out of time, the Today's Results screen will appear if you are out of credits or do not choose to continue play. Press the Directional Button or Left Stick ⬅/➡ to scroll through the alphabet, selecting up to three characters to enter for your name. Press the ⊗ or R3 button after each selection. When you have done this the Game Over Screen will appear, followed by the game demo.

- You can enter your name in the Total Result screen only if you made it onto the Big Bass Ranking screen.
- See page 13 for details on ending the game.

FREE FISHING MODE

Select FREE FISHING from the Mode Select screen, and then select either TRAINING or BIG OL' BASS.

Training	Go fishing at your favorite lake. This is ideal for finding the best spots.
Big Ol' Bass	Catch all of the huge fish you want. Scores in this mode will not be saved.

TODAY'S RESULT SCREEN / GAME OVER
When you run out of time, the Today's Result Screen will be displayed if you are out of credits or do not choose to continue play. After you enter your name, the Game Over Screen will appear, followed by the game demo.

- Fish caught in Big Ol' Bass mode will not count toward high scores.
- See page 13 for details on ending the game.

TOURNAMENT MODE

Tournament mode takes place at each of three lakes in succession, with a qualifying round at each lake. Select TOURNAMENT from the Mode Select screen.

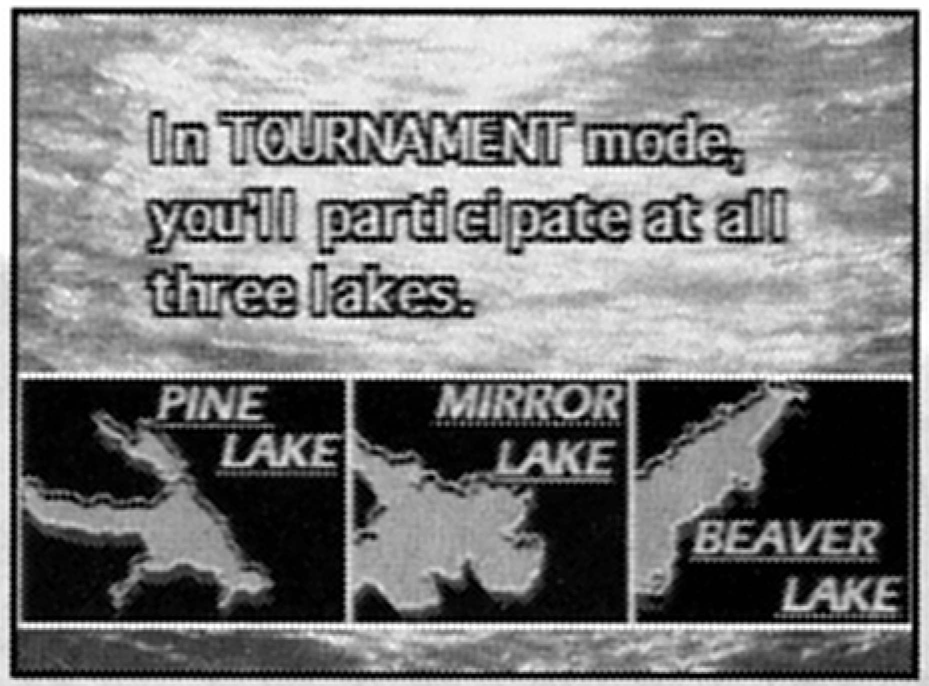
TOURNAMENT RULES

Qualifying Round	You must catch a bass larger than a specified weight within ten minutes in order to advance to the Main Event.
Main Event	Your ranking is based on the combined weight of the three biggest fish you catch within ten minutes. The bass caught in the qualifying round does not count. Final rankings are based on the weights of the fish caught at each lake.

QUALIFYING ROUND

Three screens introduce the Qualifying Round.
Press the ⊗ or R3 button to advance through the screens.

1. The tournament rules are displayed.
2. The lake for the Qualifying Round is displayed.
3. The rules for the Qualifying Round are displayed.

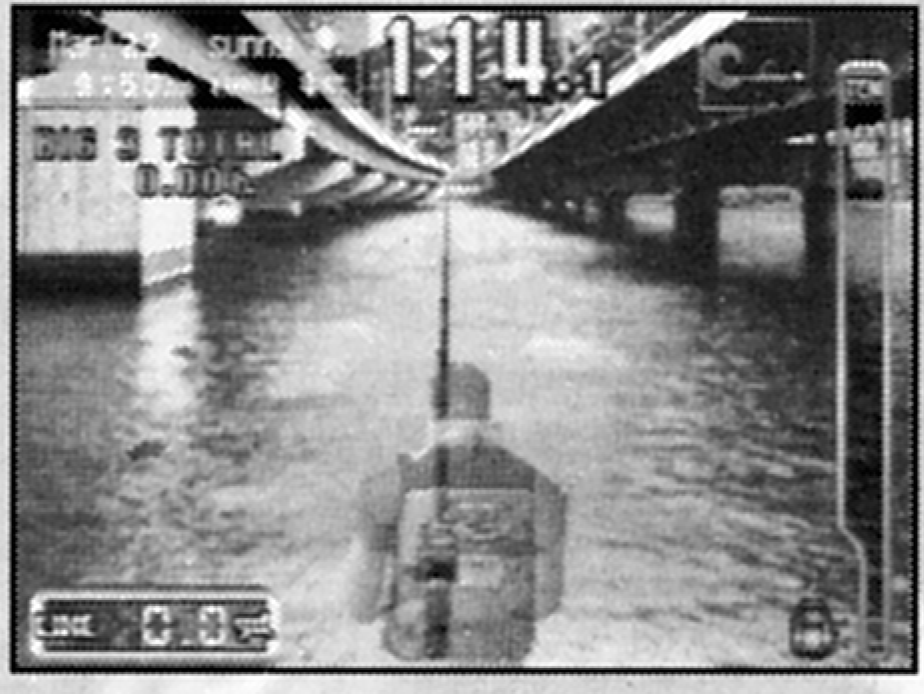


In TOURNAMENT mode, you'll participate at all three lakes.

QUALIFYING ROUND PLAY SCREEN

Advance to the Play screen, which includes several additional components. (See page 10 for details on the standard Play screen components.)

Qualifying Cut-Off Level	Displays the cut-off level for qualifying for the Main Event. After you cast, the Lure display replaces this component.



Qualifying Cut-Off Level

Countdown	The Countdown indicator will be displayed at 10 minutes, 5 minutes, 3 minutes, 1 minute, 30 seconds, and 10 seconds before the end of the round. Then it counts down the last ten seconds.

Rankings Screen

When you make it through the Qualifying Round, the game will display the Big Bass Rankings if your bass catch made the high score rankings.

Tip: Fishing Spot

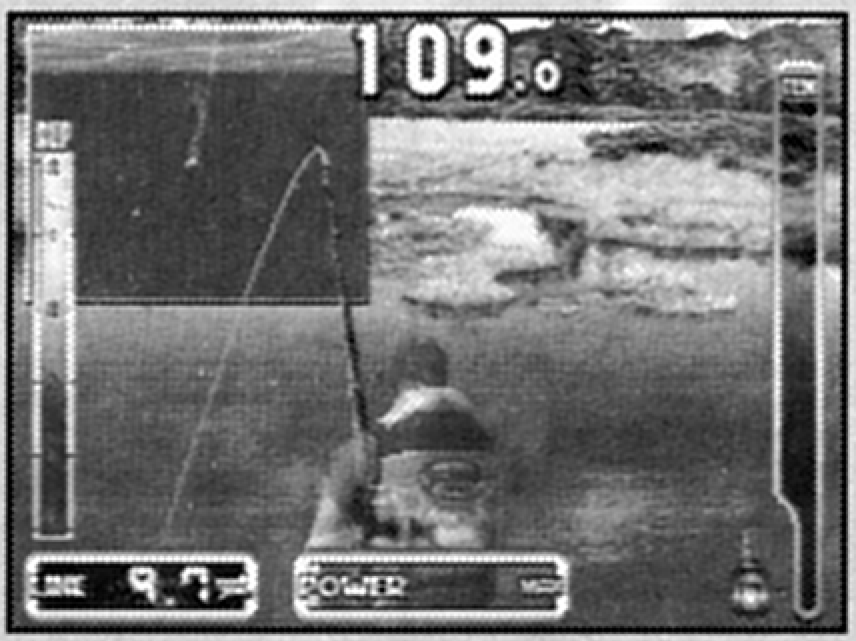
The places where you are sure of catching big bass are the same in both Free Fishing/Training and Tournament modes. Use Training mode to find the places to catch big bass before advancing to the Tournament.

MAIN EVENT

Two screens introduce the Main Event. Press the ⊗ or R3 button to advance through the screens.

1. The lake for the Main Event will be displayed. (The lakes are the same as those in the qualifying round.)
2. The rules for the qualifying round will be displayed.

The game advances to the Play screen, which includes several additional components. (See page 10 for details on the standard Play screen components.)



Main Event Play Screen
Bass Caught

Bass Caught	Displays the combined weight of three biggest bass caught. After you cast, the Lure display replaces this component.
Countdown	The Countdown indicator will be displayed at 10 minutes, 5 minutes, 3 minutes, 1 minute, 30 seconds, and 10 seconds before the end of the round. Then it counts down the last ten seconds.

VS PLAY

This mode allows two players to compete against one another. To begin, select VS PLAY from the Mode Select screen.

- You must have controllers inserted into both Controller Port 1 and Controller Port 2 in order to select this option from the Mode Select screen.
- There is no Continue option in VS Play.

Choose to compete in any of the following categories: Weight, Speed, and Target.

Weight	The total weights of the three biggest fish caught by each player are compared. The player with the larger total is the winner.
Speed	Players compete to see who can gets a bass reeled in from the bite in the shortest time. Both players start with a simultaneous bite, and the game ends when the first one lands a catch, making that player the winner. Choose from three size categories: LARGE, BIG and MONSTER.
Target	Players compete to land a specific fish in the shortest time. The game ends when the first one lands a catch, making that player the winner. Choose from three categories of difficulty: EASY, NORMAL, and HARD.

WEIGHT

Weight Title Screen

Press the Directional Button or Left Stick ⬅/➡ to select the time limit, then press the ⊗ or R3 button to confirm.

SPEED

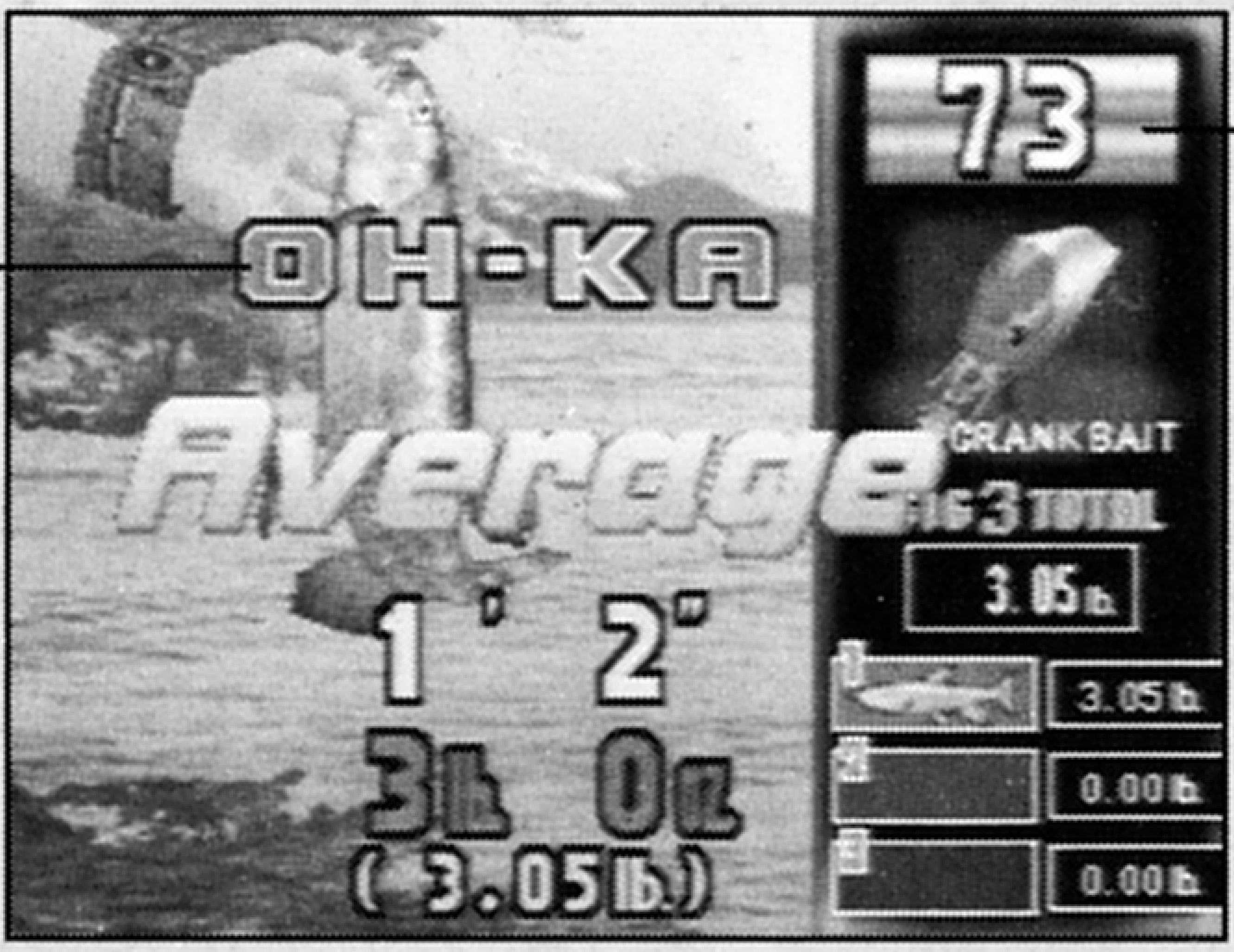
Speed Title Screen

Press the Directional Button or Left Stick ⬅/➡ to scroll through the possible fish sizes, then press the ⊗ or R3 button to confirm.

Countdown Screen

The countdown begins and the game starts with fish on both hooks.

Result Screen



Elapsed time

Winner Display

TARGET

Target Title Screen

Press the Directional Button or Left Stick ⬅/➡ to scroll through the difficulty levels, then press the ⊗ or R3 button to confirm.

Target Fish Screen

Displays target fish for this game.

Lure Select Screen

First, Player 1 chooses a lure, then Player 2 chooses. (See page 9 for details.)

TOGGLING THE PLAY AND SELECT SCREENS

See page 13 for information on toggling these screens. An additional option appears on the Vs Play Select screen:

Catch Listing Shows you what your current catch looks like. It will not appear if you have not yet caught anything. (This option is not available in Speed Play.)

WORLD MONSTERS MODE

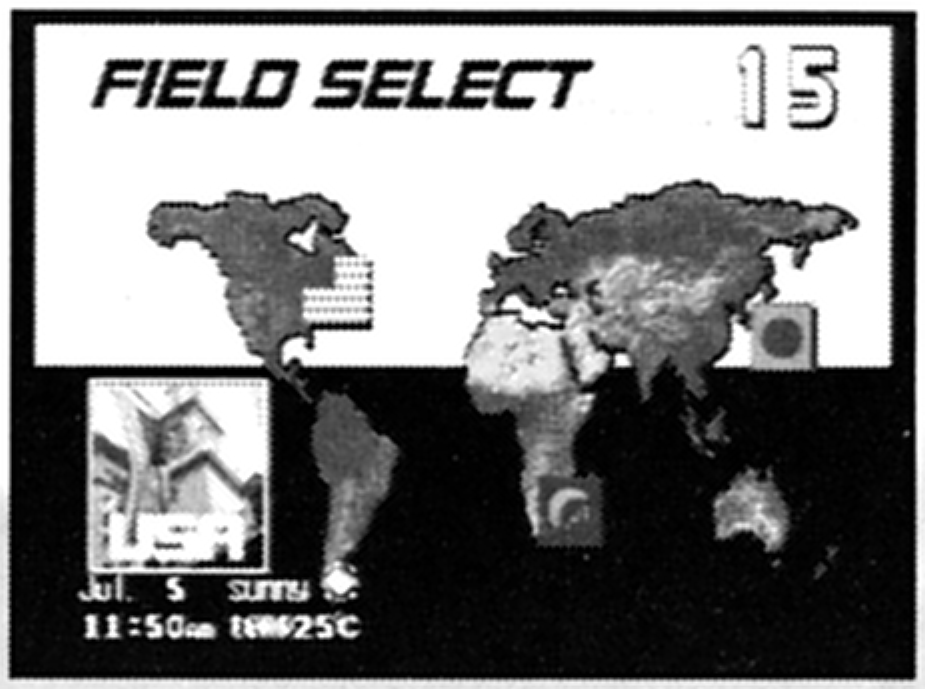
Players can fish for really monster-sized fish in a fictional near-futuristic setting. One or two players can play. If two players play, they cooperate, rather than compete. The stage objectives differ depending on which stage is being played.

Select WORLD MONSTERS from the Mode Select screen.

WORLD MONSTER FISHING TITLE SCREEN

Press the Directional Button or Left Stick ⬅/➡ to choose one or two players, then press the ⊗ or R3 button to confirm.

FIELD SELECT SCREEN

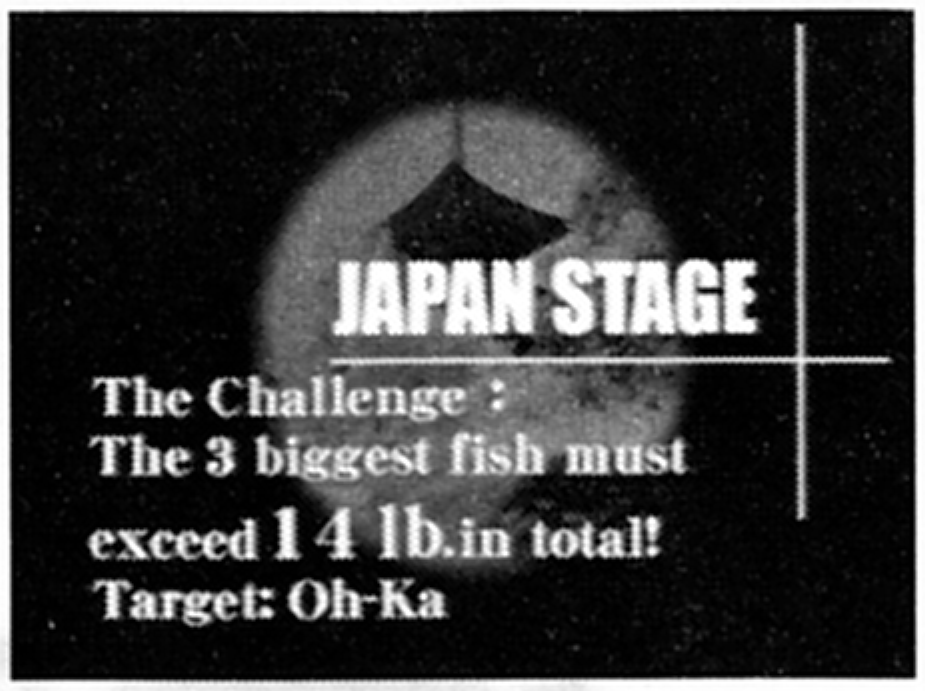


Press the Directional Button or Left Stick ⬅/➡ to scroll through the countries in which to compete, then press the ⊗ or R3 button to confirm.

- When you begin, you can choose from the USA, Japan or the Comoros Islands.
- As you progress through the levels, you will be able to choose from Brazil, England, and Egypt as well.
- If you win all of these, you will be able to choose the final setting, China.
- The number of fields which you have completed is displayed in the upper right corner of the Field Select screen.

STAGE TITLE SCREEN

The Title screen for the selected stage will appear, followed by the Play screen. Press the △ button to return to the Field Select screen.



JAPAN STAGE

The Challenge :
The 3 biggest fish must
exceed 1 4 lb.in total!
Target: Oh-Ka

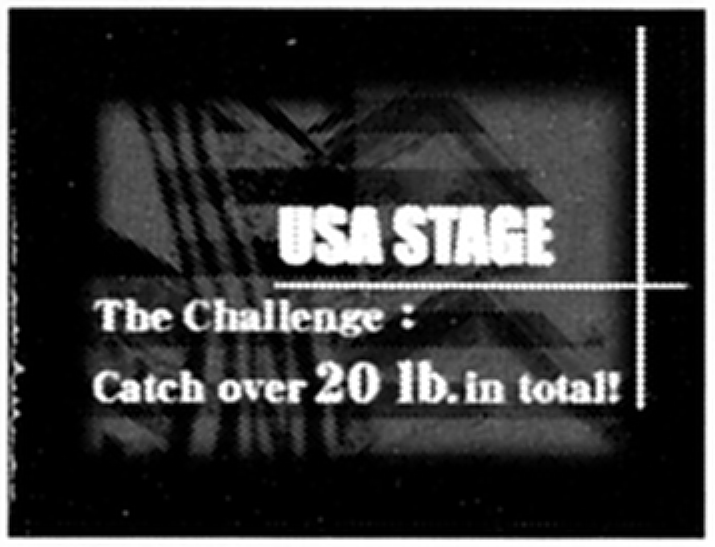
TIP: TENSION

You can't simply reel in a fish as fast as you can and expect to land it. This is especially true of the bigger bass. You must make effective use of the Tension Gauge to exhaust the fish before you can land it.

WORLD MONSTERS STAGES

USA Stage

Go after a total of at least 20 pounds.

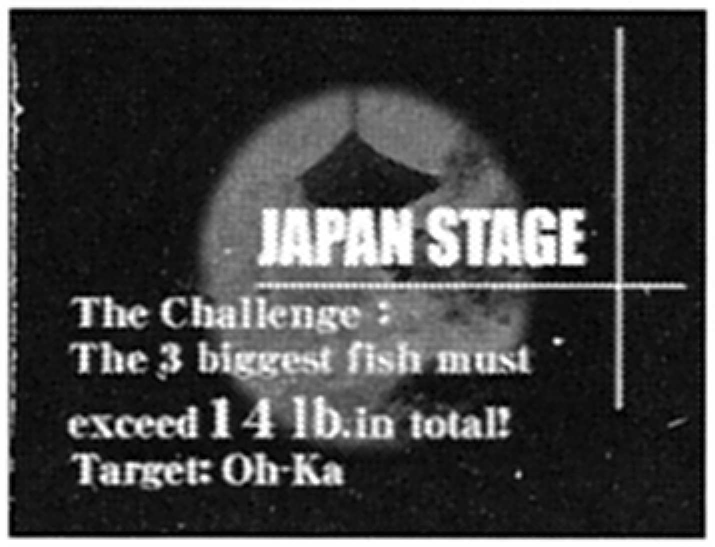


USA STAGE

The Challenge :
Catch over 20 lb. in total!

Japan Stage

Your three biggest catches should add up to at least 14 pounds.

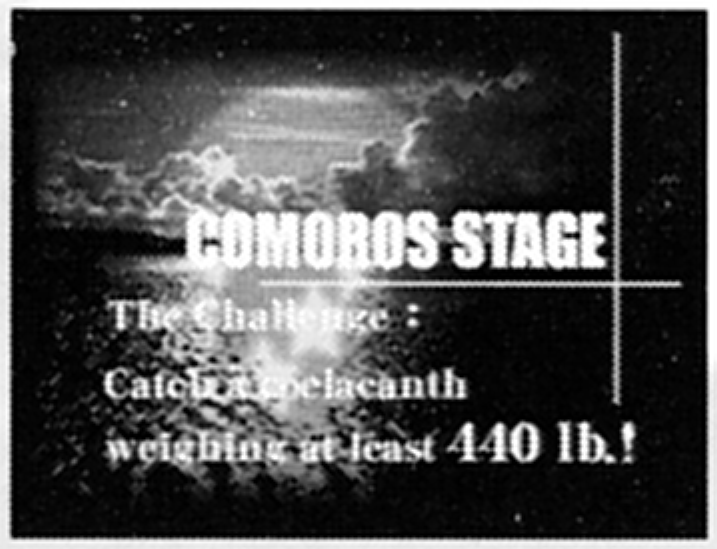


JAPAN STAGE

The Challenge :
The 3 biggest fish must exceed 14 lb. in total!
Target: Oh-Ka

Comoros Stage

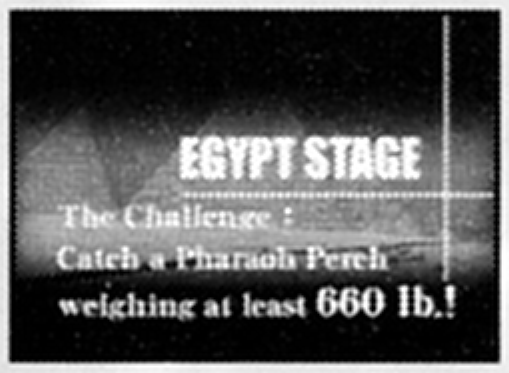
Fish for a coelacanth, weighing at least 440 pounds.



COMOROS STAGE

The Challenge :
Catch a coelacanth weighing at least 440 lb.!

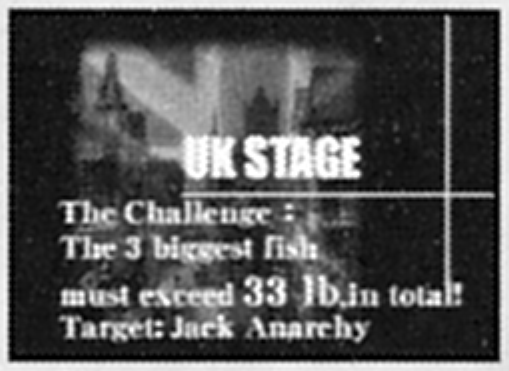
Egypt Stage



EGYPT STAGE

The Challenge :
Catch a Pharaoh Perch weighing at least 660 lb.!

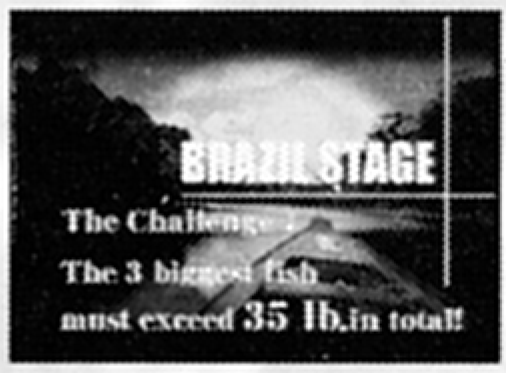
England Stage



UK STAGE

The Challenge :
The 3 biggest fish must exceed 33 lb. in total!
Target: Jack Anarchy

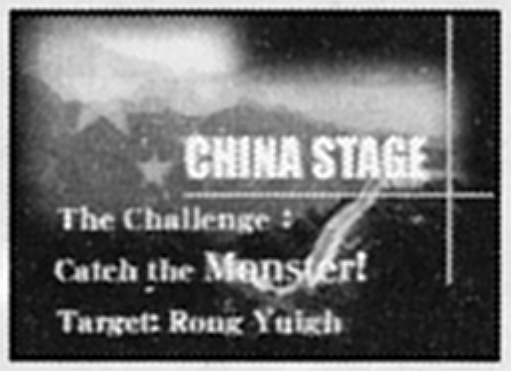
Brazil Stage



BRAZIL STAGE

The Challenge :
The 3 biggest fish must exceed 35 lb. in total!

China Stage



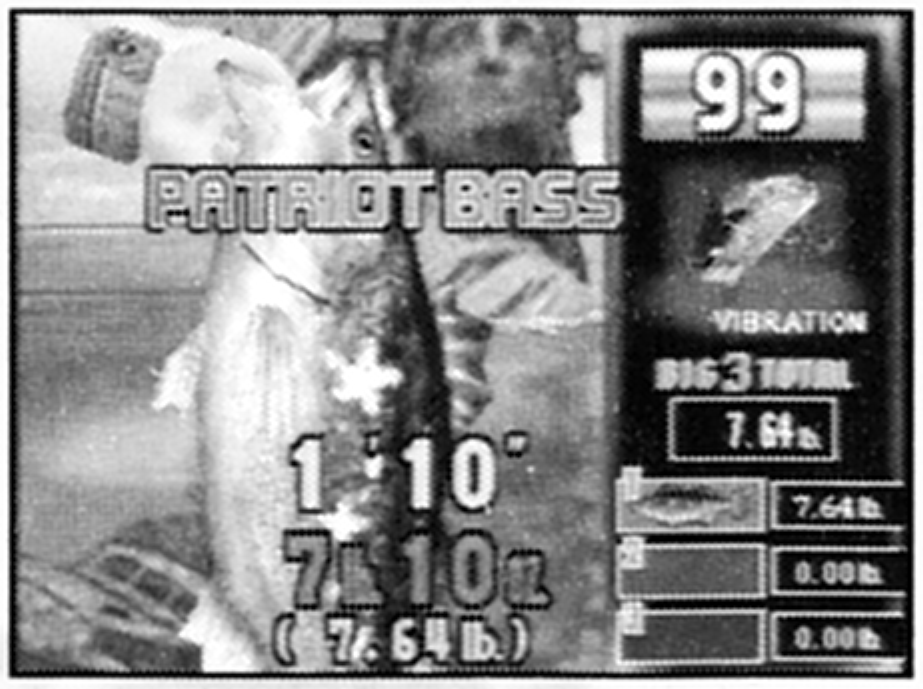
CHINA STAGE

The Challenge :
Catch the Monster!
Target: Roug Yuigh

WORLD MONSTERS FISH

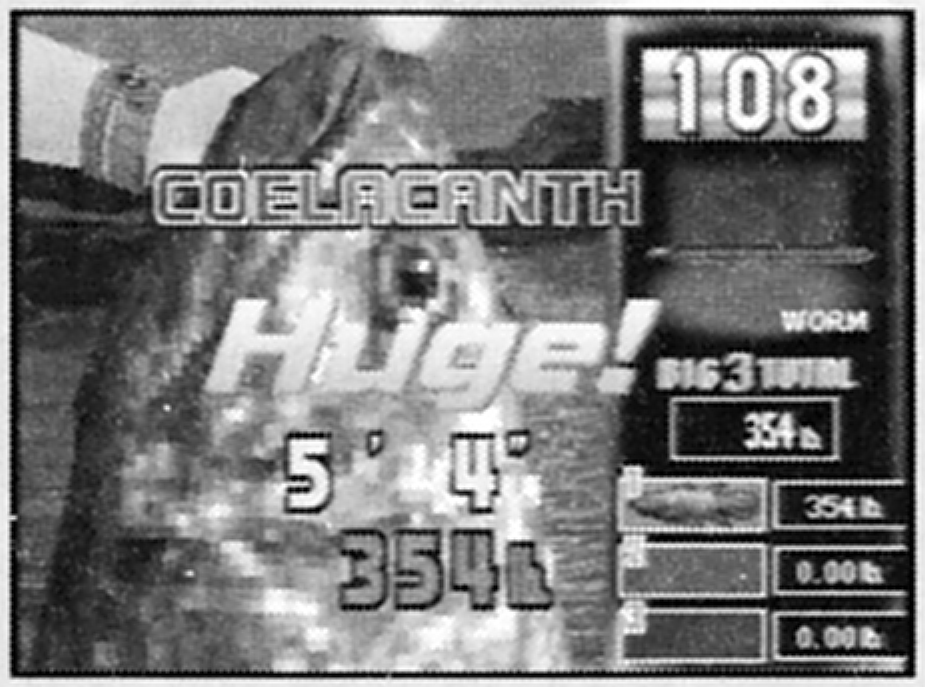
Patriot Bass

This American fighting fish is a true hero, with loads of patriotism, courage, and fighting spirit.


99
PATRIOT BASS
VIBRATION
BIG3 TOTAL
7.64lb.
1' 10"
7lb 10oz
(7.64lb.)
7.64lb.
0.00lb.
0.00lb.

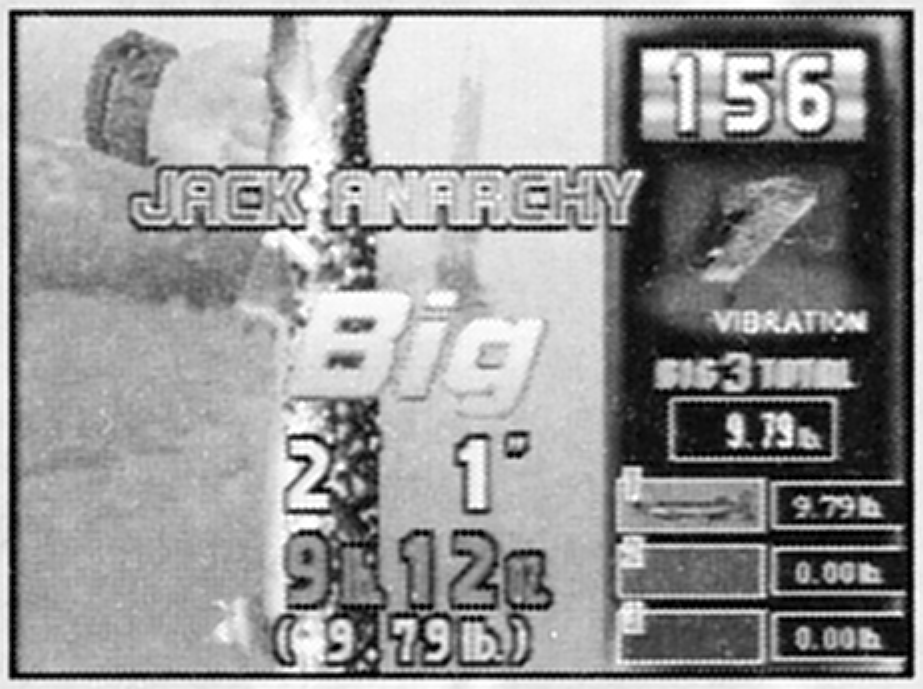
Coelacanth

Known as a Living Fossil, this ancient fish is a real heavyweight contender.


108
COELACANTH
WORM
Huge!
BIG3 TOTAL
354lb.
5' 4"
354lb
354lb.
0.00lb.
0.00lb.

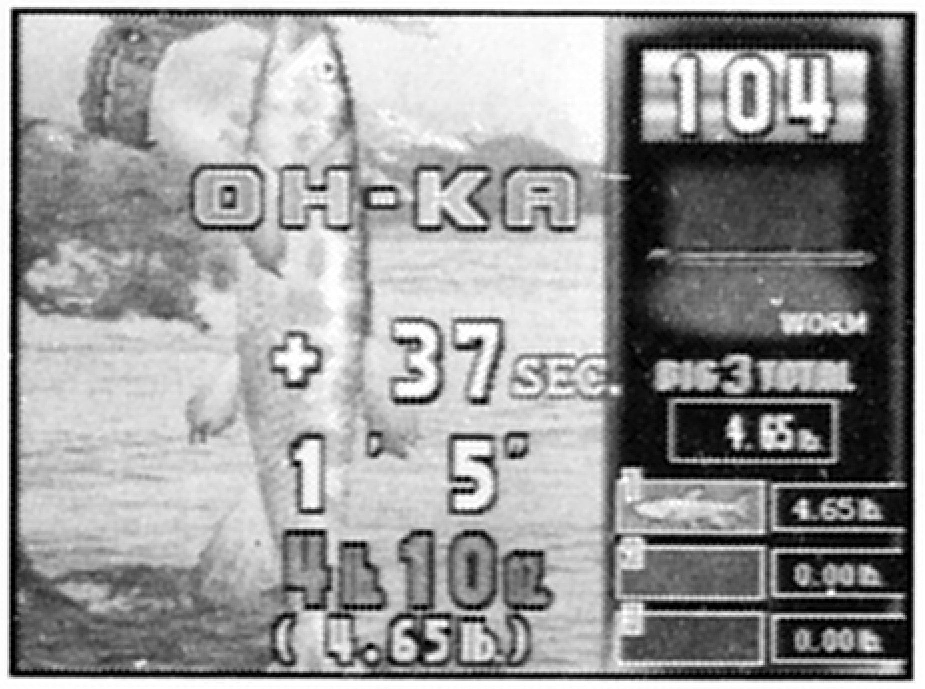
Jack Anarchy

The razor-edged fighting spirit of this crafty and cruel English fish will take your breath away.


156
JACK ANARCHY
VIBRATION
Big
BIG3 TOTAL
9.79lb.
2' 1"
9lb 12oz
(9.79lb.)
9.79lb.
0.00lb.
0.00lb.

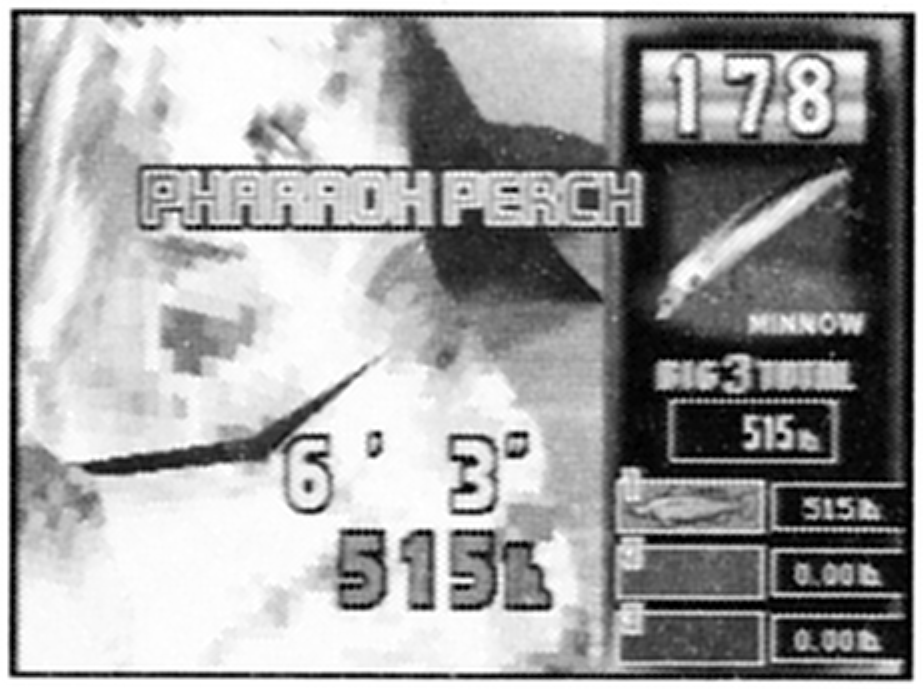
OH-KA

This mysterious Japanese fish may look beautiful, but it puts up a stunning fight.


104
OH-KA
+ 37 SEC.
1' 5"
4lb 10oz
(4.65lb.)
WORM
BIG3 TOTAL
4.65lb.
4.65lb.
0.00lb.
0.00lb.

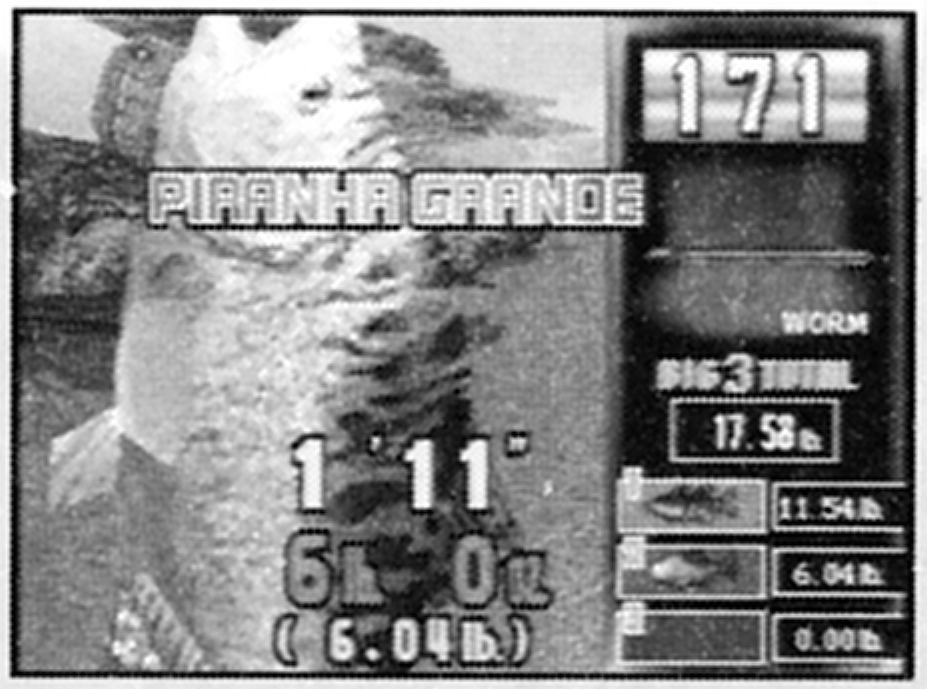
Pharaoh Perch

This giant Egyptian fish, with its shining gold body, resembles the ancient Pharaohs.


178
PHARAOH PERCH
6' 3"
515lb
MINNOW
BIG3 TOTAL
515lb.
515lb.
0.00lb.
0.00lb.

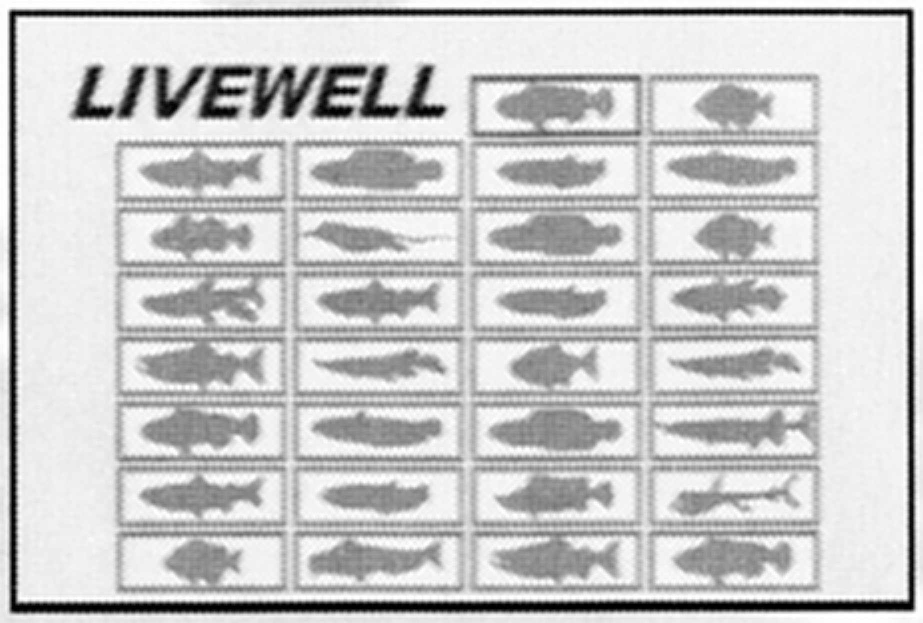
Piranha Grande

A giant piranha rumored to actually exist, its sheer savagery makes men tremble.


171
PIRANHA GRANDE
1' 11"
6lb 0oz
(6.04lb.)
WORM
BIG3 TOTAL
17.58lb.
11.54lb.
6.04lb.
0.00lb.

LIVEWELL

Displays the largest fish of each type that you've caught. Press the L1/R1 buttons to zoom in/out. Press the △ button to return to the Title screen.



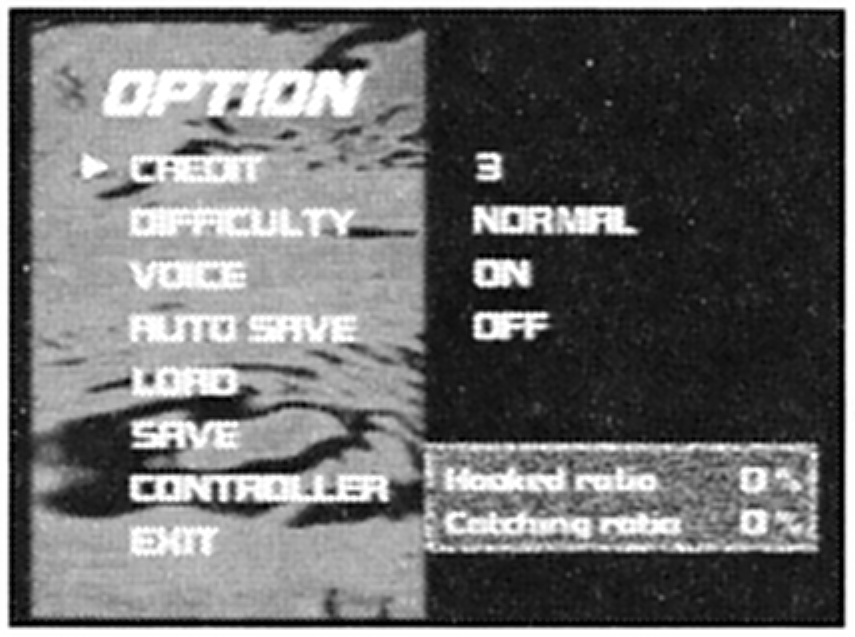
SAVING YOUR GAME

Use a Memory Card (sold separately) to save and reload games. The data saved is the accumulated catch at the time you quit the game. Saving one game takes one free block on the Memory Card.

To save your game, select the Save option in Option mode.

- Be sure that you have inserted a Memory Card into Slot 1 before saving.
- Do not remove or reinsert the Memory Card while saving, or you may lose your data.
- If you turn on Auto Save in the Options, then your save file will be automatically overwritten when you quit the game, or when you exit the Options Screen. This overwrite includes your high score data, so be careful when using this option.

OPTION MODE

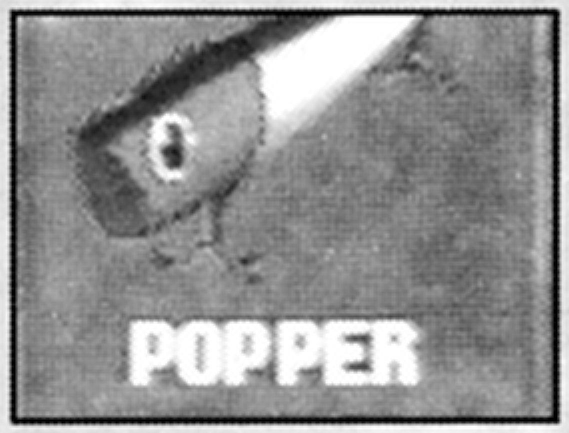

OPTION
▶ CREDIT 3
DIFFICULTY NORMAL
VOICE ON
AUTO SAVE OFF
LOAD
SAVE
CONTROLLER
EXIT
Hooked ratio 0 %
Catching ratio 0 %

This mode allows you to configure various game settings. Press the Directional Button or Left Stick ⬆/⬇ to scroll through the options, then press ⬅/➡ to change the selected setting. When all settings have been made, select EXIT and press the ⊗ or R3 button.

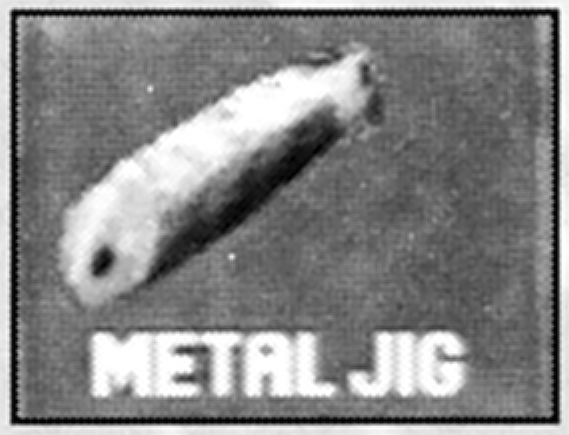
Credit	Select the number of credits you will have: 1, 3, 5, 7 or 9.
Difficulty	Select from three difficulty settings: EASY, NORMAL, or HARD.
Voice	Turn voices On or Off.
Auto Save	Turn this option ON to enable the game to save your data when you quit. If you turn the option OFF, you can save your data with the Save option.
Load	Load a previously saved game from a Memory Card.
Save	Save game data to a Memory Card. (See page 24 for details of saving procedures.)
Controller	Change controller settings. Press the Directional Button or Left Stick ⬆/⬇ to scroll through the items, then press ⬅/➡ to make your selections.
Controller Type	Choose between four controller type settings: A, B, C, and D. (See page 6 for details.) Press the ⊗ or R3 button to bring up the controller display. Press the Directional Button or Left Stick ⬅/➡ to change your settings, then press the ⊗ or R3 button to select the new settings. Press the △ button to cancel.
Vibration	Switch the analog controller Vibration function ON/OFF (Dual Shock Analog Controller only).
Reel Sensitivity	Choose between five levels of responsiveness when reeling in the fishing line; 1 is lowest and 5 is highest.
Hooked Ratio	Displays the chance of fish getting hooked.
Catching Ratio	Displays the chance of fish getting reeled in.
Exit	Choose this item, then press the ⊗ or R3 button to return to the Title screen.

LURES

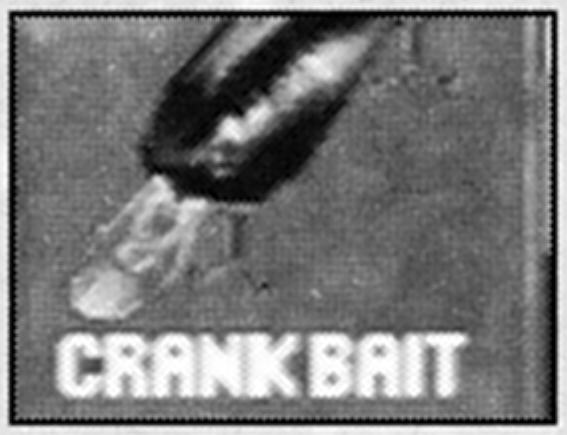
There are ten types of lures, each in four colors. Choosing the lure with the right characteristics and color for a given set of weather, temperature, and fishing spot conditions will improve your catch.



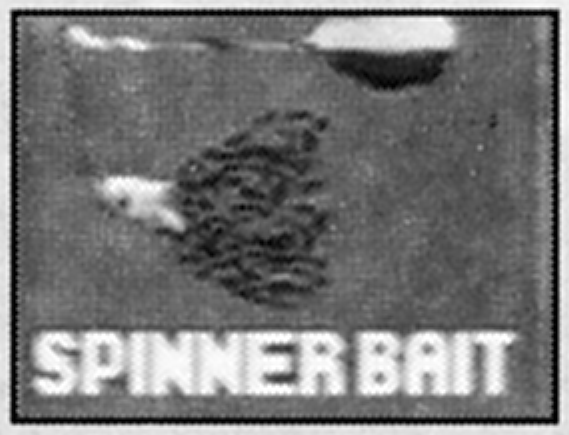
POPPER
This lure is patterned like a frog or small fish, bobbing on the surface of the water. It draws the attention of bass by making loud popping sounds on the surface of the water.



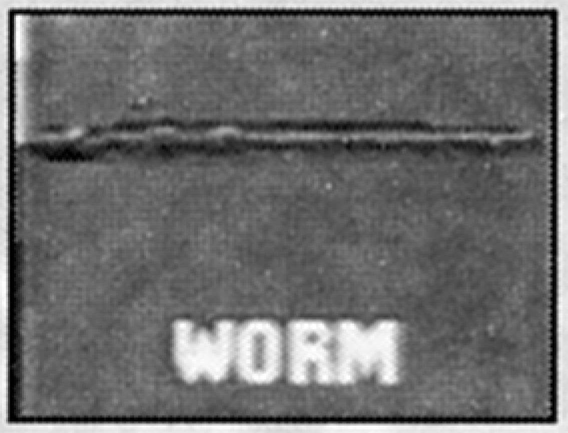
METAL JIG
Made of metal, this lure sinks easily, making it highly effective on fish that stay in deep water, as well as for winter fishing under ice.



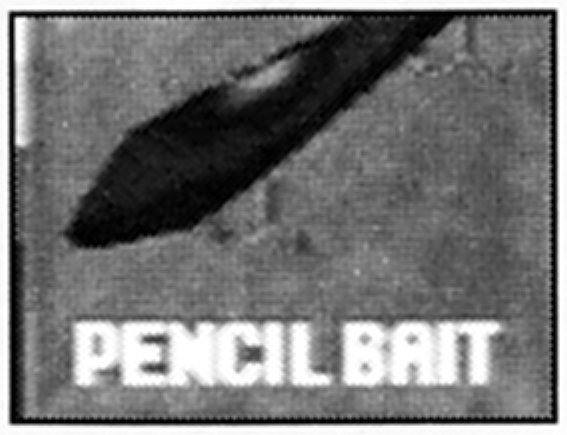
CRANK BAIT
This lure sinks when it is pulled on. Tugging on it with short jerks makes it zig-zag up and down through the water, drawing the attention of bass.



SPINNER BAIT
The spinning blades of this lure pique the interest of bass. The trick is to get it to rotate at a constant speed.

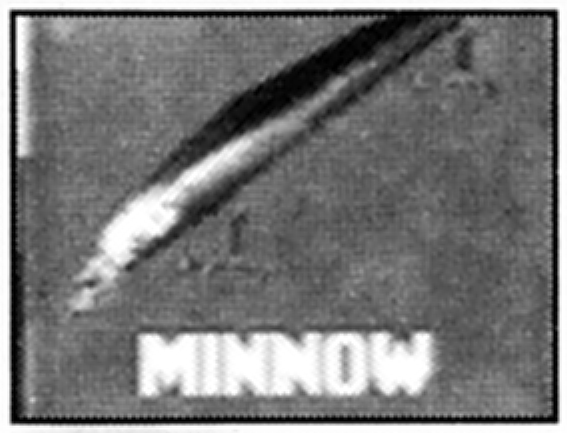


WORM
Made from rubber, this lure is fashioned in the shape of a worm. Moving it up and down along the bottom of a lake is the way to get the attention of bass.



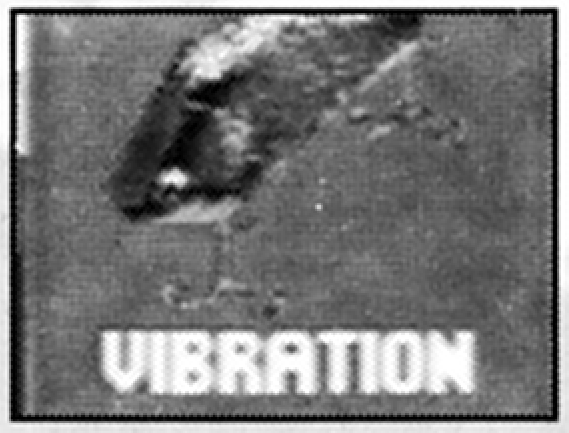
PENCIL BAIT

This lure looks like a small fish swimming on the water's surface. To use it, make it float, then move it back and forth with small tugs, so that it appears to be an actual small fish.



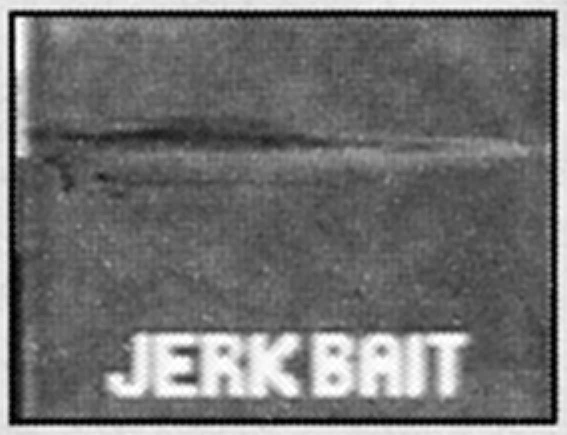
MINNOW (SUSPENDED MINNOW)

Shaped like a minnow swimming under the surface, this lure is most effective when you pull on it to sink it slowly, then maintain its depth without using force on it.



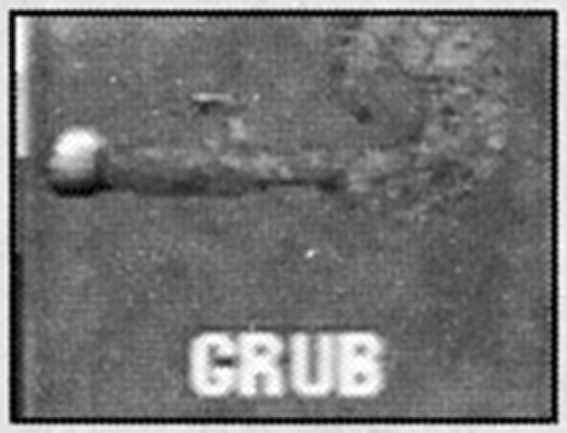
VIBRATION

This lure vibrates when tugged on. If no force is applied, it sinks. If tugged on repeatedly, it makes noise while also making small vibrations.



JERK BAIT

A flexible rubber lure, made in the shape of a small fish, this one sinks slowly. The trick with this one is to reel it in while keeping it at the depth at which you want it to be.



GRUB

The trick with this lure in the shape of a potato bug is to pull it slowly along the bottom of the lake. Its large, fleshy appearance will attract the attention of bass.

TIP: HANDLING LURES

Study the descriptions of how to work the various lures. Using them to take advantage of their unique characteristics will make catching fish easier and more fun!

FISHING TERMS

Angler	A fisherman
Biting	When the angler can feel the fish going for the bait/lure
Bush	Place where shrubs and small trees meet the water
Casting	Tossing the line from the rod into the water
Hit	When a fish takes a bite at the bait/lure
Hook	Matching the fish's movements so that the fish gets the hook in its mouth
Line	Fishing line
Line Break	When the fishing line breaks
Livewell	A list of fish you have caught
Lost	When a fish on the hook gets away
Lure	An object that resembles the food fish eat
Qualified	Passing the Qualifying Round
Release	Loosen/release line from the reel
Results	Scores
Rod	Fishing pole
Spot	Place where fish can be found and caught
Tension	The tautness of the fishing line

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- Vibrant, detailed graphics
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QUALIFY 11.26
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1P PLAYER1
2P COM2
3P COM3
4P COM4

HAMMER
WR 86.74
QUALIFY 68.73
1P PLAYER1
POWER

EVERYONE
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